Changelog
Updates

July 28, 2017

- Added Marooner's Bay map and strategy overview to to the Salmon Run co-op mode section.
- Added the new Inkbrush weapon data to the DLC Weapons section.

August 1, 2017

- Added the new Dualie Squelchers weapon data to the DLC Weapons section.

August 7, 2017

- Added the new Sploosh-o-matic weapon data to the DLC Weapons section.

August 14, 2017

- Added the new Splat Brella weapon data to the DLC Weapons section.

August 21, 2017

- Added the new Classic Squiffer weapon data to the DLC Weapons section.

August 28, 2017

- Added the new Sloshing Machine weapon data to the DLC Weapons section.

Welcome Back to Inkopolis

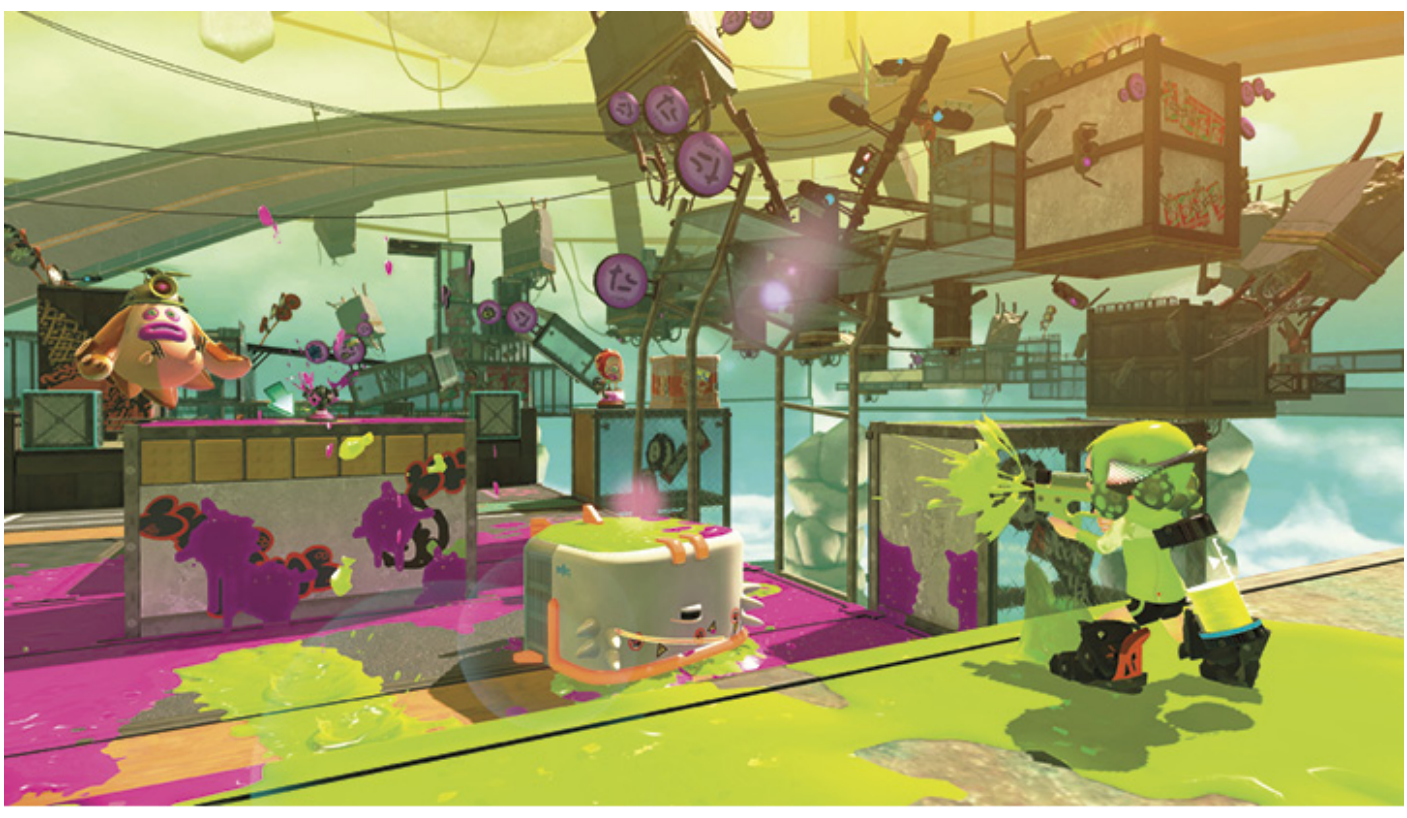
Introduction

Welcome to the official game guide for *Splatoon 2*! It's been a while since the last Splatfest, but things are heating up for another splat-tastic season of Ink Battles. Inklings have already swarmed Inkopolis Square, eager to compete in Turf War matches as well as Ranked and League play. Whether you're spreading ink in online matches, splatting Octarians in the single-player campaign, or collecting Golden Eggs in Salmon Run, there's no shortage of activity. While the objectives and gameplay mechanics are easy to learn, the game's deep progression and customization systems help keep players engaged as they level up and outfit their Inklings with new weapons and gear. So get ready for hours of exciting and addictive gameplay as you make a name for yourself in Inkopolis' competitive Ink Battle scene. Stay fresh!

Welcome Back to Inkopolis
What's New?

Octo Canyon

The Octarians are at it again! Somehow they've managed to abduct the Great Zapfish (again), robbing Inkopolis of its power source. Join the Squidbeak Splatoon to rescue the Great Zapfish and uncover the truth behind the disappearance of a popular Inkopolis celebrity.

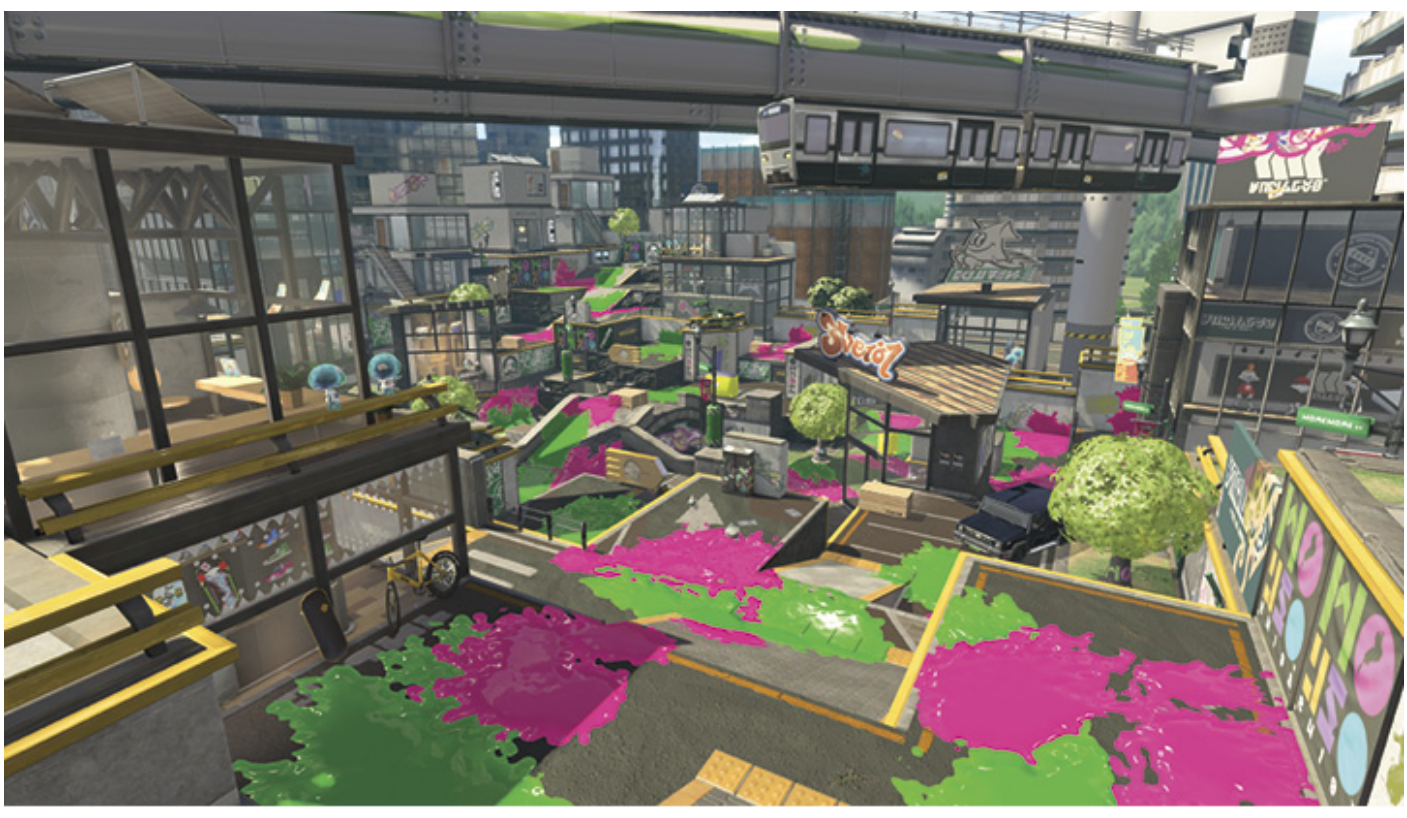


Salmon Run

Little is known about Grizzco Industries, a new company that recently set up shop in Inkopolis Square. They're hiring Inklings—apparently the work involves collecting Golden Eggs. Join up with friends and work together to survive waves of Salmonid attacks in this frantic all-new co-op experience.

Ink Battles: New Maps

Inklings seeking to test their skills in Ink Battles can now compete on six all-new arenas. In addition to the new maps, Moray Towers and Port Mackerel have returned, offering a slightly new experience. All eight maps support Turf War, Splat Zones, Rainmaker, and Tower Control, providing plenty of variety.



Ink Battles: New Weapons and Specials

Sheldon from Ammo Knights has been busy crafting new weapon loadouts from a vast assortment of main weapons, sub weapons, and specials. While some fan favorites have returned, there are plenty of fresh options available, including new specials like Tenta Missiles, Inkjet, and Baller.

Welcome Back to Inkopolis
Getting Started

Inkling Creation

First off, choose your Inkling's gender, skin tone, eye color, hair color, and legwear. All of these options can be adjusted later.

As in the original, in *Splatoon 2* you assume the role of an Inkling, a humanoid-squid hybrid. When first starting the game, you're prompted to choose a Girl or Boy Inkling—this is the character you'll play during the single-player campaign, as well as online matches. Your Inkling's gender is purely aesthetic and has no bearing on how your character performs. The same is true for your Inkling's skin tone, eye color, hair color, and legwear, four other attributes you're prompted to select. Later on, you can further customize your Inkling with different clothing, shoes, and headgear. The abilities attached to these items enhance your Inkling's performance, but for now, make do with the standard-issue Basic Tee, Cream Basics, and White Headband.

Tutorial: The Path to Inkopolis

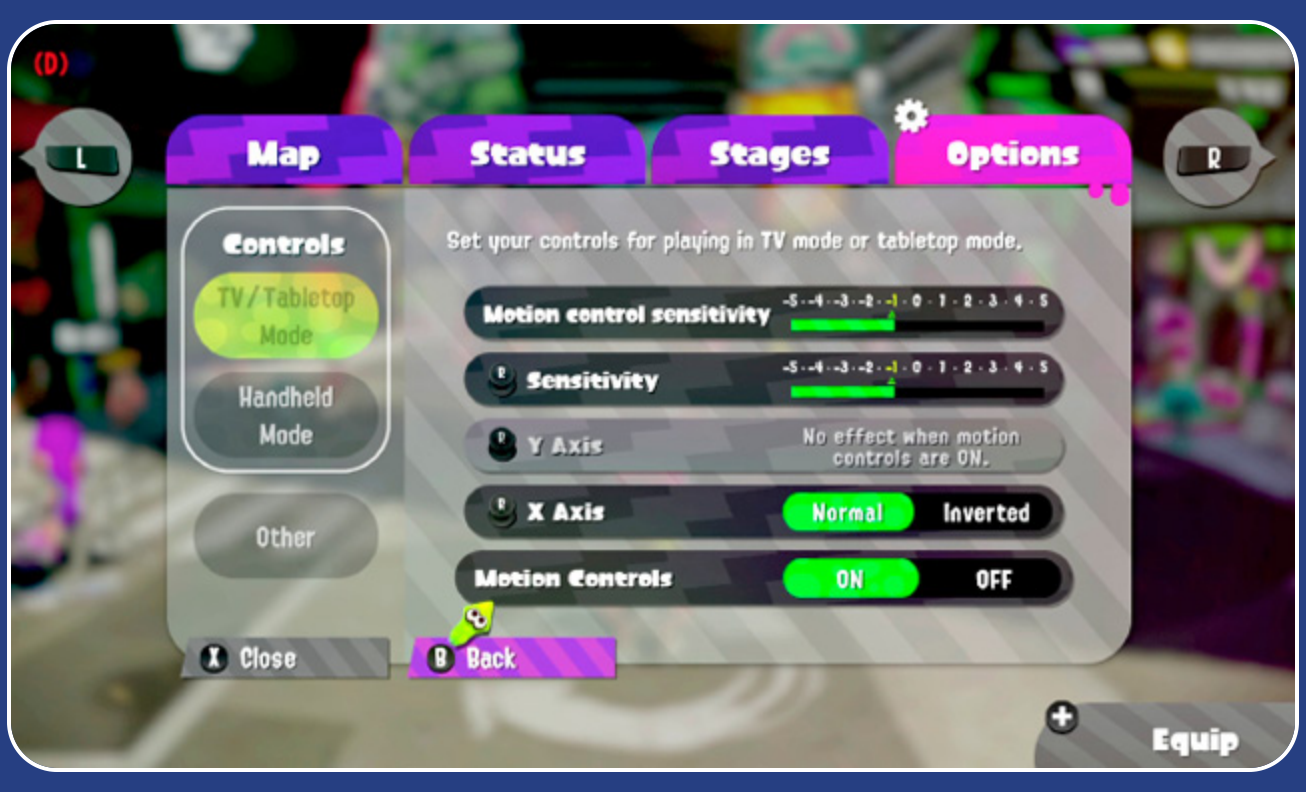
During the introductory tutorial, splat a series of balloons while familiarizing yourself with the game's control layout.

After personalizing your Inkling, you're immediately ushered into a quick tutorial that gives you a chance to familiarize yourself with the game's controls in a hostile-free environment.

Advance through this stage while popping balloons and spreading ink—shoot with **ZR**. There's no rush, so take some time to experiment with the game's unique gameplay mechanics. For example, spread ink across horizontal and vertical surfaces, then swim through your ink in squid form. While swimming in your ink, your Ink Tank replenishes at a much faster rate. Swimming also makes you more difficult to detect, allowing you to sneak past enemies.

Get familiar with the Splat Bombs as well. Hold down **R** to see the bomb's trajectory before throwing. This allows for more precise targeting, particularly when throwing a Splat Bomb from behind cover. When you feel comfortable with the game's controls and mechanics, continue to the launchpad at the end of the stage. Stand on the launchpad and press **ZL** to perform a Super Jump that takes you all the way to Inkopolis Square.

Motion Controls



By default, motion controls are active, allowing you to aim by tilting your controller up and down. If you prefer to aim using the Right Stick, turn off motion controls—you can only do this once you've reached Inkopolis Square. Open the menu with X and access the Options tab to toggle motion controls off.

Splatoon 2

Welcome Back to Inkopolis

Inkopolis Square: Quick Tour

Upon your arrival in Inkopolis Square, a broadcast of Off the Hook plays on the large screen above Deca Tower, hosted by Pearl and Marina. Similar to Inkopolis News, this broadcast is your source for news and information regarding available Ink Battle stages and game modes.

After completing the tutorial, you land in the center of Inkopolis Square, a bustling hub of activity for Inklings obsessed with Ink Battles. Turn your attention to the overhead monitor for the latest broadcast of *Off the Hook*, hosted by Pearl and Marina. Apparently the Great Zapfish is missing…again. Could this be the work of the Octarians? As if that's not bad enough, Marina reports that Callie, of the Squid Sisters, has also gone missing! Perhaps Callie just needs a break from the spotlight? After all, her team did lose the last Splatfest to Marie—that can't be easy. After the broadcast, feel free to explore the Square; there's plenty to see and do.

Square Map

Don't get lost. Access the menu by pressing X. The first tab on the menu shows a map of Inkopolis Square, which lets you cycle through the major points of interest. The map also allows you to fast-travel to any of the listed locations. To jump right into Ink Battles, access the lobby, located in Deca Tower.

Deca Tower

Deca Tower serves as the lobby for Ink Battles. Come here when you're ready to go online and compete in matches of Turf War. Once you gain some experience, you can compete in Ranked and League matches of Splat Zones, Rainmaker, and Tower Control.

Deca Tower is the gathering spot for all Ink Battle participants. Come here to compete in online Turf Wars or Ranked and League matches. Upon choosing a game mode, you enter a matchmaking screen where you're grouped with seven other players—three teammates and four opponents. Competing in Ink Battles earns you Battle Points (BP), which are then converted into gold. Use gold earned from online matches to purchase new weapons and gear from the shops at the Galleria. For more information on how online matches work, flip ahead to the **Ink Battles** chapter.

Galleria

The shops in the Galleria aren't immediately accessible to new Inklings. You have to prove yourself in online Ink Battles before you can start buying weapons and gear.

The Galleria consists of four shops where you can purchase new weapons and gear for use during Ink Battles. You need to earn some street cred before shopping here. The gear vendors won't sell you stuff until you're Level 4. However, Sheldon, of Ammo Knights, starts selling you weapons at Level 2.

Head to Deca Tower and start making a name for yourself, and earning gold, by competing in Ink Battles. For more information on the shops and their inventory, reference the **Weapons & Gear** chapter.

Ye Olde Cloth Shoppe

Tired of that boring old Basic Tee? Pay Jelfonzo a visit at Inkopolis Square's clothing shop. Here you can find a variety of T-shirts, jackets, and tops, perfect for your next Ink Battle. Jelfonzo's inventory is limited to six items per day, but stock is updated daily, so check back frequently.

Headspace

If you're looking for a new hat, headband, or eyewear, check in with Flow at Headspace; the shrimp on her hat is Craymond. Like the other gear shops, you can find six different items for sale here each day. Make daily visits to find that perfect head accessory.

Shella Fresh

Bisk is the proprietor of Shella Fresh, the Square's exclusive source for the latest and greatest fashions in footwear. The store's stock is rotated daily, offering six different pairs of shoes per day. Stop by often to see what Bisk has in stock.

Ammo Knights

Sheldon, the talkative shopkeeper of Ammo Knights, has moved his popular weapon shop to Inkopolis Square. He manufactures and sells a variety of weapons designed for Ink Battles. Unlike the other shops, the number of weapons available for purchase increases based on your level—the higher your level, the more weapons are unlocked. Be sure to check in with Sheldon each time you level up.

Octo Canyon

Enter the grate to the left of Deca Tower to access Octo Canyon. Here you're tasked with clearing 27 Octarian-infested lairs and defeating five imposing bosses.

Who's that standing on the sewer grate? She looks familiar…but different somehow. Follow the mysterious Inkling into the grate to reveal her identity and launch the game's single-player campaign. There are five areas in Octo Canyon, each guarded by a challenging Octarian boss. Do you have what it takes to bring the fight to the Octarians and rescue the Great Zapfish? Flip ahead to the **Octo Canyon** chapter for more details.

The Shoal

Visit the Shoal if you prefer a more casual, offline experience. While playing games in the Shoal, you earn no gold or XP. However, it's an excellent way to get familiar with various maps and game modes before going online. You can also earn tickets redeemable at Crusty Sean's food truck. Upon completion of a session, you receive a stamp on your Shoal card. Accumulate eight stamps to receive one ticket. Take the ticket to Crusty Sean to purchase a food or drink item—these offer a variety of Ink Battle bonuses. See the **Ink Battles** chapter for more information on Crusty Sean's delicious food truck offerings.

Fellow Inklings

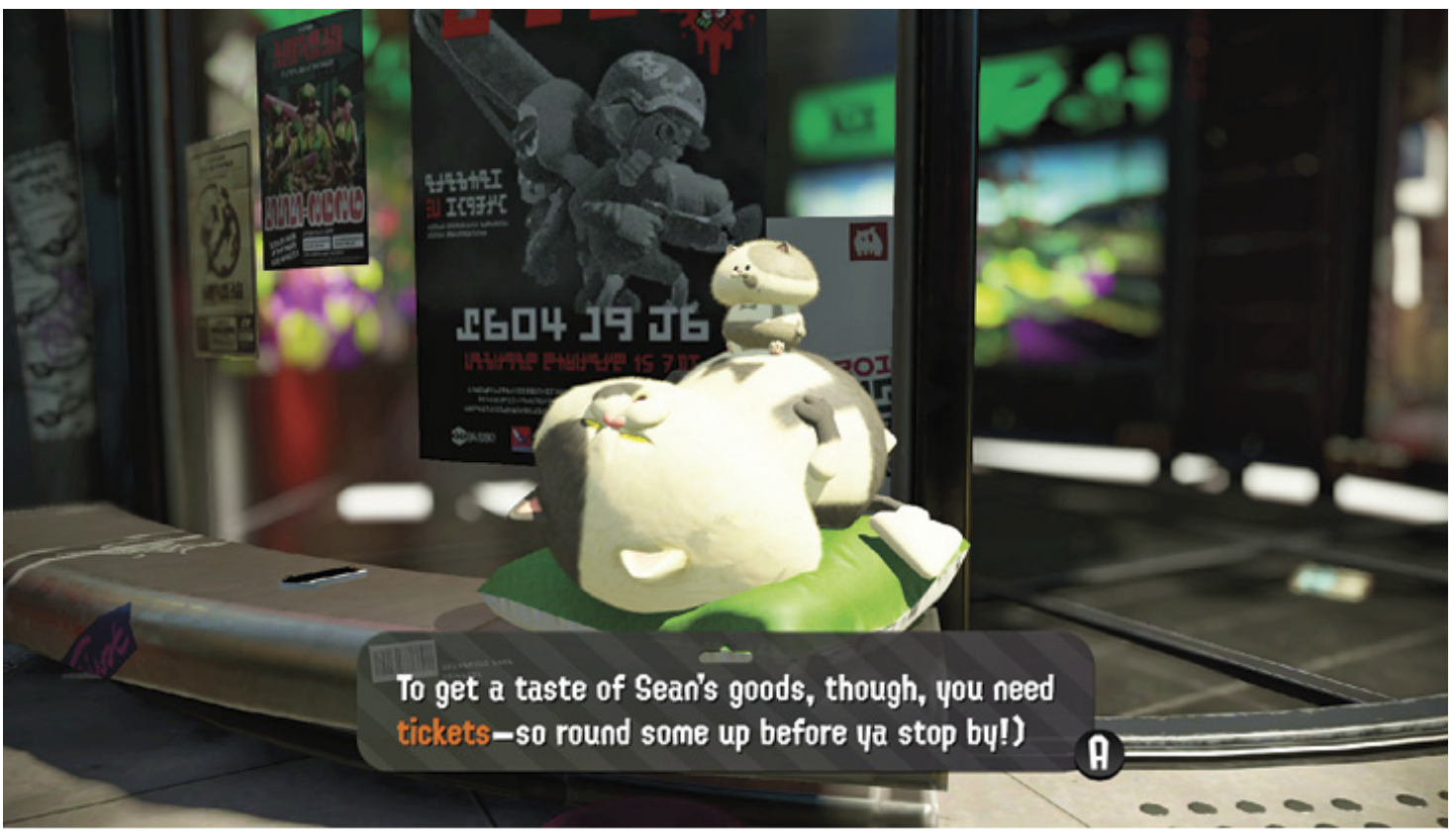
You can interact with other Inklings in the Square; these characters belong to other players. Approach an Inkling and press the A button. Here you can review an Inkling's level and rank as well as their equipped weapons and gear. If you're Level 4 or higher and see a piece of gear you like, you can order it from Murch.

Grizzco

You need to be at least Level 4 before you can participate in online Salmon Run matches. Even then, you must complete Grizzco's employee training before joining a match.

Grizzco Industries recently leased this space in Inkopolis Square. Since arriving, Mr. Grizz has been hiring Inklings at a steady pace. Come here to play an online match of Salmon Run, the new cooperative game mode. Working together with three other Inklings, you must survive three rounds of aggressive Salmonids while collecting Golden Eggs. Before you can join a match, you must complete the training exercises. Training serves as a tutorial, explaining gameplay concepts and introducing you to a variety of Salmonids. For more information on this mode, flip ahead to the **Salmon Run** chapter.

Judd



Don't worry about waking up Judd. While chronically drowsy, this cat is always happy to dispense advice.

When he's not officiating Ink Battles, Judd can be found snoozing near Deca Tower's entrance. Speak to Judd to get tips for your upcoming Ink Battles. Judd serves another purpose too. By winning Ink Battles, you increase your Fresh Meter rank, visible in the lobby screen. For each rank you achieve, you earn bonus BP, resulting in more money and experience. Once you reach Level 30, Judd awards you one Super Sea Snail; this award continues for each additional level. Give Super Sea Snails to Murch to customize your gear. For more information on Judd and the Fresh Meter, reference the **Ink Battles** chapter.

Murch

Doing business with Murch isn't cheap—he charges premium prices for ordered gear and only customizes items if you have Super Sea Snails to spend. Still, there's no better option for putting together a highly customized set of gear.

Once you acquire some Super Sea Snails, take them to Murch, near Deca Tower's entrance. Just like Spyke, Murch can order and customize gear. If you're not satisfied with a gear item's randomized sub abilities, you can pay Murch to reroll them. Or Murch can wipe the sub abilities completely, returning the remnants as ability chunks. Ability chunks can be collected and eventually installed into pieces of gear, allowing for even greater customization. For more details on Murch and gear customization, take a look at the **Ink Battles** chapter.

Arcade Game

There's one arcade cabinet just outside the Shoal's entrance. This is a rhythm-style game, similar to Squid Beats. Here you can simply listen to the music or participate in a mini-game requiring rhythmic button presses. There are no points or stages in this game, just some rhythm-based interactivity.

amiibo

amiibo Support

Three new amiibo have been created to coincide with the release of *Splatoon 2*: a new Inkling Girl, a new Inkling Boy, and a new Inkling Squid. Interact with the empty amiibo box in the Plaza. Here you're prompted to place one of the *Splatoon* amiibo figures on the controller—the corresponding amiibo appears within the box on-screen. Each *Splatoon* amiibo unlocks new gear; even the previously released *Splatoon* amiibo can unlock these items. Plus, you can save Ink Battle loadouts to an amiibo for easy setup before a match. Here's a closer look at each amiibo and the gear they unlock.

Interact with this empty box and place one of the Splatoon amiibo on the controller to unlock new, exclusive gear.

amiibo

Inkling Girl

Inkling Girls hail from the city of Inkopolis. They crave team-based competition and love to customize their gear before participating in the hottest sport in town, Turf War! Their hobbies include making messes, rocking the latest fashions, dancing, and spoiling the nefarious plans of their evil octopus archrivals, the Octarians! For realsies!

Splatoon Inkling Girl Unlocked Gear

Release Date: May 29, 2015

Release Date: July 8, 2016

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	School Uniform		Ink Recovery Up	Shellfie - Chirpy Chips
	Squid Hairclip		Swim Speed Up	Shellfie - Chirpy Chips
	School Shoes		Ink Saver (Sub)	Shellfie - Chirpy Chips

Splatoon 2 Inkling Girl Unlocked Gear

Release Date: July 21, 2017

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	School Cardigan		Run Speed Up	Split & Splat – Chirpy Chips
	Squid Clip-Ons		Opening Gambit	Split & Splat – Chirpy Chips
	Fringed Loafers		Cold-Blooded	Split & Splat – Chirpy Chips

amiibo

Inkling Boy

Inkling Boys hail from the city of Inkopolis. They crave team-based competition and love to customize their gear before participating in the hottest sport in town, Turf War! Their hobbies include making messes, rocking the latest fashions, dancing, and spoiling the nefarious plans of their evil octopus archrivals, the Octarians! Like a boss!

Splatoon Inkling Boy Unlocked Gear

Release Date: May 29, 2015

Release Date: July 8, 2016

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Samurai Jacket		Special Charge Up	Splattack! - Squid Squad
	Samurai Helmet		Quick Super Jump	Splattack! - Squid Squad
	Samurai Boots		Special Power Up	Splattack! - Squid Squad

Splatoon 2 Inkling Boy Unlocked Gear

Release Date: July 21, 2017

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Squinja Suit		Special Saver	Seaskape – Squid Squad
	Squinja Mask		Quick Respawn	Seaskape – Squid Squad
	Squinja Boots		Swim Speed Up	Seaskape – Squid Squad

amiibo

Callie & Marie

Callie

Callie is the cheeriest member of the pop idol duo known as the Squid Sisters. Along with Marie, she hosted Inkopolis News and Splatfest events, in which Inklings pick one of two sides and battle the opposing team in Turf War. These two cousins rose to fame after winning Calamari County's first annual Youth Folk-Singing Contest, and their remarkable voices continue to rock Inkopolis!

Unlocked Gear

Release Date: July 8, 2016

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Hero Jacket Replica		Swim Speed Up	Bomb Rush Blush - Callie
	Hero Headset Replica		Run Speed Up	Bomb Rush Blush - Callie
	Hero Runner Replicas		Quick Super Jump	Bomb Rush Blush - Callie

Marie

Marie is the sassiest member of the pop idol duo known as the Squid Sisters. Along with Callie, she hosted Inkopolis News and Splatfest events, in which Inklings pick one of two sides and battle the opposing team in Turf War. These two cousins rose to fame after winning Calamari County's first annual Youth Folk-Singing Contest, and their remarkable voices continue to rock Inkopolis!

Unlocked Gear

Release Date: July 8, 2016

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Armor Jacket Replica		Special Charge Up	Tide Goes Out - Marie
	Armor Helmet Replica		Tenacity	Tide Goes Out - Marie
	Armor Boot Replicas		Ink Saver (Main)	Tide Goes Out - Marie

amiibo

Inkling Squid

In the game *Splatoon 2*, the main characters, Inklings, can instantly transform into squids! We're not sure what marvel of anatomy allows them to perform this majestic feat, but it sure is sweet. In squid form, Inklings can swim in any surface they've splattered with ink, even up walls! They can also hide from opponents by submerging in ink and keeping still. How cool is that?

Splatoon Inkling Squid Unlocked Gear

Release Date: May 29, 2015

Release Date: July 8, 2016

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Power Armor		Quick Respawn	Hooked – Hightide Era
	Power Mask		Bomb Defense Up	Hooked – Hightide Era
	Power Boots		Ink Saver (Main)	Hooked – Hightide Era

Splatoon 2 Inkling Squid Unlocked Gear

Release Date: July 21, 2017

Gear Details

Gear	Name	Rarity	Main Ability	Additional Song for Arcade
	Power Armor Mk I		Ink Resistance Up	Sucker Punch – Hightide Era
	Power Mask Mk I		Ink Resistance Up	Sucker Punch – Hightide Era
	Power Boots Mk I		Bomb Defense Up	Sucker Punch – Hightide Era

Entering the sewer grate in Inkopolis Square leads you to Octo Canyon, a bizarre world of hidden lairs occupied by the dreaded Octarians. Here you're greeted by a familiar face. Is that really Marie? Marie of the Squid Sisters fame? But what is she doing here? Unknown to the public, Marie is actually a member of the New Squidbeak Splatoon! While Cap'n Cuttlefish was away with Agent 3, the Great Zapfish was abducted by the Octarians…again. Marie desperately needs your help to locate and rescue the Great Zapfish so power can be restored to Inkopolis Square. She supplies you with a Hero Suit and a Hero Shot—you are now Agent 4 of the New Squidbeak Splatoon! Do you have what it takes? Or has Marie mistakenly placed too much responsibility on the shoulders of a random stranger? Fortunately, this chapter has all the information you need to overcome each obstacle and outwit every Octarian you encounter during your search for the Great Zapfish.

Interface

A Aiming Reticle

This white icon in the center of the screen is your weapon's reticle—the reticle shape differs from weapon to weapon. Place it over a target to spread ink.

B Life Count

These three squid icons represent how many times you can respawn after getting splatted or falling off a stage—you lose one bar after each splat. One bar is replenished with each new checkpoint you cross.

C Timer

The timer tracks how long it's taking you to complete the stage. Timers only appear when you're replaying a completed stage.

D Sunken Scroll/Sardinium Status

These two icons indicate whether you've located a stage's Sunken Scroll and Sardinium—if the icons are grayed out, you still need to find them. Sunken Scrolls reveal more story information, while Sardinium is necessary to purchase new upgrades for your weapons and gear.

E Power Eggs

This counter displays how many Power Eggs you've collected. Use Power Eggs to purchase upgrades for your weapons and gear.

F Special Gauge

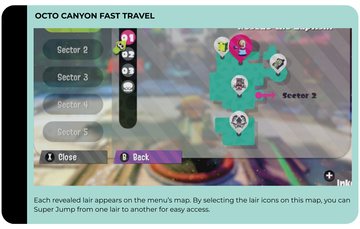
In the single-player campaign, specials can be held on to for the duration of a stage, but only activated once. When certain specials (notably the Bomb Launchers) are active, the Special Gauge rapidly empties, indicating how much time remains.

G Sub Weapons

These three icons represent your equipped sub weapons, including Splat Bombs, Curling Bombs, and Autobombs. Use the Control Pad to select the active sub weapon.

Octarian Lairs

There are a total of 27 hidden Octarian lair entrances scattered throughout Octo Canyon, not including the five Boss Kettles. These lairs are divided among five different areas. Infiltrate and complete every lair in an area to unlock its Boss Kettle, which allows you to fight that area's boss. Once a boss is defeated, you can proceed to the next area. Before you can enter a lair, you must find it. Lairs are cloaked, invisible to the naked eye. However, if you repeatedly splat a lair entrance with ink, it becomes visible, allowing you to enter.

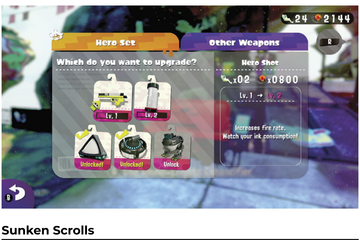


Each revealed lair appears on the menu's map. By selecting the lair icons on this map, you can Super Jump from one lair to another for easy access.

Power Eggs, Sardinium, and Upgrades

While advancing through the various Octarian lairs, you collect Power Eggs and Sardinium. Power Eggs are earned by defeating enemies, but can also be retrieved from lairs by simply touching them or splatting them with ink. Sardinium is a bit tougher to find, usually hidden in well-concealed crates. There's only one Sardinium per stage, including one in each of the area hub maps. Power Eggs and Sardinium function like currency, allowing you to purchase upgrades for your existing gear, as well as new sub weapons like Curling Bombs and Autobombs.

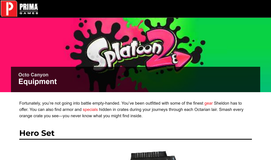
All upgrades are handled through Sheldon's Ammo Knights Enhancifier, located in the first area. Initially you come equipped with a Hero Shot, Ink Tank, and Splat Bombs—the Hero Shot and Ink Tank can be upgraded to enhance their performance. Weapons received from Sheldon can also be upgraded. Before entering a new lair, review how many Power Eggs and Sardinium you have and consider purchasing some upgrades. There's no other use for Power Eggs and Sardinium, so you might as well spend them.



Sunken Scrolls

Each lair (and hub map) holds one Sunken Scroll. These collectibles are usually hidden, tucked away within orange crates. Once retrieved, their contents are automatically revealed after you complete a lair or boss fight. These scrolls contain pieces of backstory that give you more insight into life in Inkopolis, as well as historical details pertaining to the conflicts between Inklings and the Octarians. While in Octo Canyon, you can review the contents of your collected Sunken Scrolls at any time by accessing the menu's Scrolls tab.

"A shockwave struck while one young lady was performing at the recent Youth Folk-Singing Contest, doing damage to the venue. Fortunately no one was injured."



Octo Canyon
Equipment

Fortunately, you're not going into battle empty-handed. You've been outfitted with some of the finest gear Sheldon has to offer. You can also find armor and specials hidden in crates that your journeys through each Octarian lair. Smash every orange crate you see—you never know what you might find!

Hero Set

Hero Shot

The Hero Shot is provided by Marie and serves as your primary weapon for the first few stages. This is a well-balanced weapon, ideal for inking territory and splatting opponents. You can spend Power Eggs and Sardinium to increase the weapon's rate of fire. Initially, these upgrades are quite expensive—your Power Eggs are probably better spent on increasing your Ink Tank's capacity or unlocking Curling Bombs. But as you progress deeper into Octo Canyon, the increased rate of fire comes in handy when confronting bosses and tough enemies like Octolings, Octobombers, and Octoscramblers. Keep in mind, an increased rate of fire means you consume more ink, so consider upgrading your Ink Tank's capacity to compensate.

Upgrades			
Level	**Power Eggs**	**Sardinium**	**Description**
1			Default fire rate.
2	800	2	Increased fire rate.
3	1,500	3	Maximum fire rate.

Ink Tank

Worn on your inkling's back, this Ink Tank supplies ink for your primary and sub weapons. The more you deploy your weapons, the more ink is consumed. The Ink Tank slowly refills over time, but you can increase the replenishment rate by swimming through your ink in squid form. The arrow icon on the side of the tank indicates how much ink your selected sub weapon consumes—take this into account before tossing a Splat Bomb, Curling Bomb, or Autobomb. Upgrading the Ink Tank increases its capacity. This is a worthwhile upgrade, so don't hesitate to fork over the Power Eggs and Sardinium. The greater the tank's ink capacity, the longer you can use your weapons without running dry.

Upgrades			
Level	**Power Eggs**	**Sardinium**	**Description**
1			Default capacity.
2	1,000	2	Maximum capacity.

Splat Bombs

Unlock Cost: N/A

Splat Bombs are your default sub weapon and can be thrown to spread ink or splat enemies. Think of these like grenades. Hold down the **R** button to view and adjust the tosser's arcing trajectory. When you're satisfied with the flight path, release the **R** button to throw it. Splat Bombs utilize a delayed fuse, which allows them to bounce off walls or skip across the ground before exploding. This makes them great for engaging enemies indirectly while hiding behind cover.

Curling Bombs

Unlock Cost: 500 Power Eggs, 2 Sardinium

Curling Bombs aren't available at the outset of your adventure. Instead, you must purchase them with Power Eggs and Sardinium. Once you've fully upgraded your Ink Tank, Curling Bombs should be next on your shopping list. Curling Bombs cruise along the ground and bounce when making contact with any solid object, including Octarians. The bomb utilizes a time-delay fuse, which determines when it explodes. Tap the **R** button to send a Curling Bomb on a long-distance journey. Or hold down the **R** button to adjust the bomb's fuse before it explodes. Beyond their explosive nature, Curling Bombs are most useful for spreading ink. When traveling around the ground, the bombs leave behind a narrow ink trail. Swim through it to stealthily move deep into enemy territory without being spotted.

Autobombs

Unlock Cost: 500 Power Eggs, 2 Sardinium

Autobombs are the most unique sub weapon of all, utilizing an internal homing system capable of automatically tracking down and detonating next to targets, maximizing damage output. Like Curling Bombs, Autobombs aren't available at the start. You can unlock them once you've accumulated a modest amount of Power Eggs and Sardinium. Autobombs are biased, just like Splat Bombs. But when the Autobomb lands, it automatically homes in on the closest enemy before detonating, dealing massive damage and spreading ink over a wide area. These bombs are extremely helpful when you're pinned down behind cover by Octoscramblers or Octosnipers. Simply toss one of these bombs in the direction of your oppressive foe and let the Autobomb do the rest.

Sheldon's Weapons

After you complete the third lair, Sheldon joins your crusade against the Octarians. He offers to lend you some experimental weapons so he can collect field data on their performance. He's handpicked weapons for each lair and boss fight, with the exception of the four Octoling battles. This means you must complete these lairs with Sheldon's weapons of choice. Each weapon can be upgraded once, costing 3 Sardinium and 1,500 Power Eggs. These same weapons (and the Hero Shot) can be unlocked for use in multiplayer via Ink Battles, but you need to complete every lair and boss battle with each weapon.

Sheldon's Requests			
Name	**Unlock Location**	**Description**	**Upgrade Description**
Hero Roller — Lair 4		Roller weapon based on the Splat Roller.	Increases power when flinging and painting. Also increases speed at which you do so.
Hero Dualies — Lair 5		Dualie weapon based on the Splat Dualies.	Increases fire rate. Watch your ink consumption!
Hero Charger — Lair 6		Charger weapon based on the Splat Charger.	Reduces charge time and allows you to execute a full-charge attack even faster.
Hero Slosher — Lair 10		Bucket-like weapon based on the Slosher.	Increases fire rate. Watch your ink consumption!
Hero Splatling — Lair 13		Charged Splatling weapon based on the Mini Splatling.	Reduces charge time and allows you to execute a full-charge attack even faster.
Hero Blaster — Lair 19		Blaster weapon based on the standard Blaster.	Increases fire rate. Watch your ink consumption!
Hero Brella — Lair 20		Unique weapon featuring 4 protective umbrella shields.	Increases Hero Brella protection and shortens Hero Brella recovery time.
Hero Brush — Lair 22		Roller weapon based on the Octobrush.	Increases fling speed and power. Also increases run speed while inking.

Armor

Next to Power Eggs, armor is the second most common pickup you're likely to find in orange crates. Simply make contact with this lovable-like object to equip armor. Not only does this change the appearance of your inkling, but it also allows you to take more damage without getting splatted. If you take heavy damage while wearing armor, the armor is destroyed, breaking to pieces—but it's better than getting splatted. You can equip up to three pieces of armor at a time—the second and third pieces alter the appearance of your inkling.

Specials

Specials are uncommon, but when available, they give your inkling a significant tactical advantage, ideal for making offensive pushes. While armor is always active when equipped, you must activate specials. Do this by clicking down on the Right Control Stick. You can only carry one special at a time. Picking up a new special replaces the one currently equipped, so make a habit of using a special before grabbing a new one.

Tenta Missiles

When this special is activated, a wide aiming reticle appears in the center of the screen, prompting you to select targets. Squeeze as many enemies into the reticle as possible before firing off a barrage of homing missiles. The missiles impact on the targets from a high angle, spreading ink and splatting any Octarians within the overlapping blast radiuses. This special is designed for taking out multiple targets, so look for clusters of Octarians to engage.

Splashdown

With Splashdown, your inkling delivers a powerful downward ground pound, spreading ink over a wide radius. This is an excellent way to splat multiple enemies at once, but you need to get close, and the blast radiates outward from your point of impact. For best results, drop down from a high platform, toward a cluster of enemies, and activate Splashdown in midair, just before hitting the ground. If there are no high perches to take advantage of, spread ink near your intended targets and swim forward, triggering Splashdown as soon as you're within range of the special's devastating blast.

Sting Ray

The Sting Ray fires a powerful, narrow beam of ink capable of passing through solid objects. For best results, line up your target before activating this special, as it's difficult to aim once the Sting Ray is activated. Hold down **ZR** to fire the weapon continuously. Release **ZR** to temporarily cease fire, allowing you to acquire a new target before firing again. When you release **ZR**, the Special Gauge continues to deplete, so don't waste time. Use this weapon to engage distant threats, even if they're partially obstructed by cover—the Sting Ray can pass through any object, so there's nowhere to hide.

Bomb Launcher

There are two types of Bomb Launcher in the single-player campaign: the Splat Bomb Launcher and the Curling Bomb Launcher. Activating this special allows you to continually deploy bombs, similar to Bomb Rush from the original Splatoon. While the special is active, these sub weapons consume no ink, so don't let the opportunity go to waste. If you want to spread ink over vast distances, use Curling Bombs to send trails of ink in all directions. If you're on the attack, use Splat Bombs to overwhelm Octoshooters, Octolings, and other enemies in your path.

Ink Storm

There's nothing like the smell of fresh ink falling from the sky! This special is tossed like a Splat Bomb when activated. But instead of exploding, the device summons a cloud of ink overhead. The cloud continues in a linear path, moving in the same direction in which the special was thrown. Ink Storm is best reserved for when you're facing large groups of Octarians. The falling ink droplets inflict minimal damage, but the damage is cumulative. As ink accumulates, enemies eventually succumb to exposure, resulting in some spectacular splats.

Octo Canyon

Octo Canyon Features

Your journey through Octo Canyon takes you to some interesting (and treacherous) locales. Before setting off to find the Great Zapfish, take some time to familiarize yourself with the key features you'll interact with during your adventure.

Lair Entrance

Before you can enter an Octarian lair, you must first locate and reveal its entrance. These invisible entrances are scattered across each area. Splat them repeatedly with ink until they become visible, then stand on top of them and press the **ZL** button to enter the lair.

Power Eggs

Power Eggs are the currency in Octo Canyon, allowing you to purchase upgrades for your weapons and equipment. These are often found in orange crates and balloons, but can also be found scattered across Octarian lairs. You can collect Power Eggs by touching them or splatting them with ink. If a Power Egg appears to be out of reach, try finding a way to ink it.

Crates

Crates are found in every Octarian lair, but pay special attention to orange crates—these contain Power Eggs, Sunken Scrolls, Sardinium, armor, or specials. Simply shoot crates to smash them, then grab whatever is inside. Before destroying a crate, make sure you don't need to use it for concealment—they're handy for hiding behind.

Balloons

These orange balloons are a common sight throughout Octo Canyon. Splat them with ink to make them pop. Balloons are always filled with Power Eggs. Popping a balloon automatically retrieves all the Power Eggs inside.

Power Egg Cans

These cans are usually stored in orange crates. Like with armor or specials, you need to physically touch each can to retrieve the Power Eggs inside. Each can contains 10 Power Eggs, making these items well worth the effort to seek out.

Launchpad

Most Octarian lairs consist of multiple platforms. Launchpads are used to access distant platforms. Stand on a launchpad and press the **ZL** button to perform a Super Jump to the next platform. Before using a launchpad, make sure you've thoroughly explored the current platform. Launchpads are a one-way trip—there's no way to jump back.

Checkpoint

Walk across checkpoints to save your progress while advancing through Octarian lairs. You usually hit these checkpoints automatically after using a launchpad. In the event that you're splatted or fall off a ledge, you resume your progress from the most recent checkpoint. Each checkpoint you activate gives you one more life.

Sunken Scrolls

One Sunken Scroll is hidden within each Octarian lair and area hub, usually contained within an orange crate. These scrolls reveal a variety of story information and are collected in the menu's Scrolls tab.

Sardinium

Like Sunken Scrolls, there is one Sardinium in each lair and hub map. One Sardinium is also rewarded for defeating each boss. Along with Power Eggs, Sardinium is required to purchase upgrades for your weapons and gear. Access Sheldon's Ammo Knights Enhancifier to browse the goods.

Tickets

Tickets are extremely rare, usually stashed within cleverly hidden crates in lairs and on hub maps. These tickets can be redeemed at Crusty Sean's truck in Inkopolis Square. Each ticket corresponds to a particular food item you can consume to acquire bonuses during Ink Battles.

Zapfish

Before you can fight the boss of each area, you must first collect a certain number of Zapfish. One Zapfish is located at the end of every lair. Each Zapfish is protected by a barrier. Repeatedly shoot the barrier until it pops, then grab the Zapfish to complete the level. Octoling battles feature eight Mini Zapfish that must be rescued—eight of these small fish are equal to one regular-sized Zapfish.

Balloon Fish

These large white balloons are found attached to vertical and horizontal surfaces. When targeted with your ink, these balloons expand before exploding, spreading your ink over a massive area. Target Balloon Fish when confronting multiple enemies—if you time it just right, one exploding Balloon Fish can take them all out. Balloon Fish are also an excellent way to spread ink, allowing you to rapidly swim across the freshly inked surfaces.

Vaults and Keys

Some Octarian lairs feature vaults that must be opened with a key. Keys are typically hidden within orange crates, but can sometimes be carried by enemies. Once you've found a key, use it to unlock a vault—simply touch the vault to open it. Vaults usually cover launchpads and other features required to progress through a lair.

Area Gate

Each area is blocked by one of these area gates, which prevent you from accessing neighboring areas. However, once an area's boss has been defeated, the area gate is destroyed. Beyond the area gate you can find a path leading to the next sector.

Dash Track

These treadmill-like objects are used to launch your Inkling in a specific direction, as indicated by the arrow on the device. Dash Tracks appear on both horizontal and vertical surfaces, allowing you to run or swim across them to gain a sudden burst in speed. Sometimes Dash Tracks are oriented so you can speed across a series of them. Try to figure out where you're going to eventually land before running across a Dash Track.

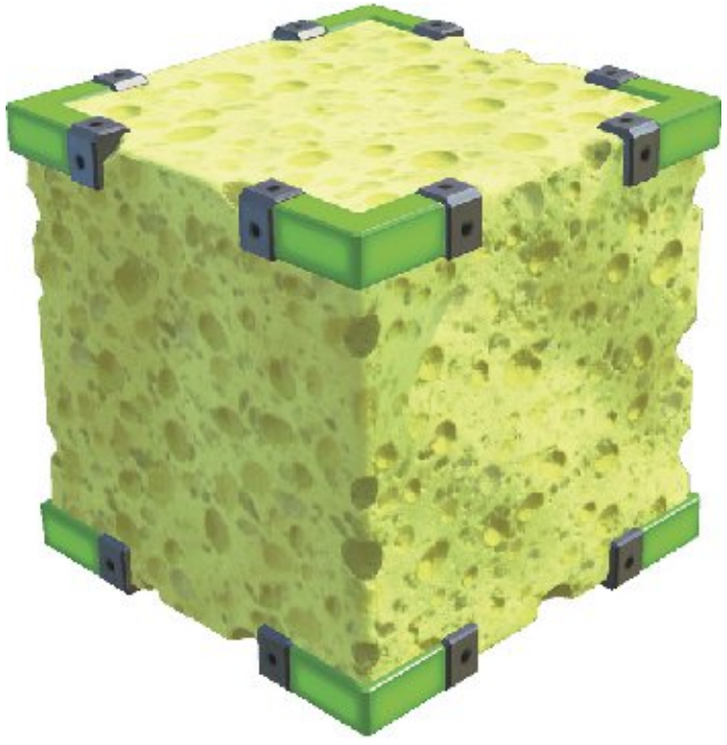
Gusher

When targeted with your ink, these valves burst open, emitting a tall ink geyser. Stand on top of a Gusher before shooting it to ride the geyser like an elevator. Or if you prefer, you can swim up an active Gusher to reach the top. Gushers give you access to high platforms and other areas that would otherwise be impossible to reach. The ink geyser can also serve as a solid pillar to hide behind—active Gushers block all incoming enemy ink. Gushers can splat any enemy that comes into contact with the ink geyser.

Rolonium

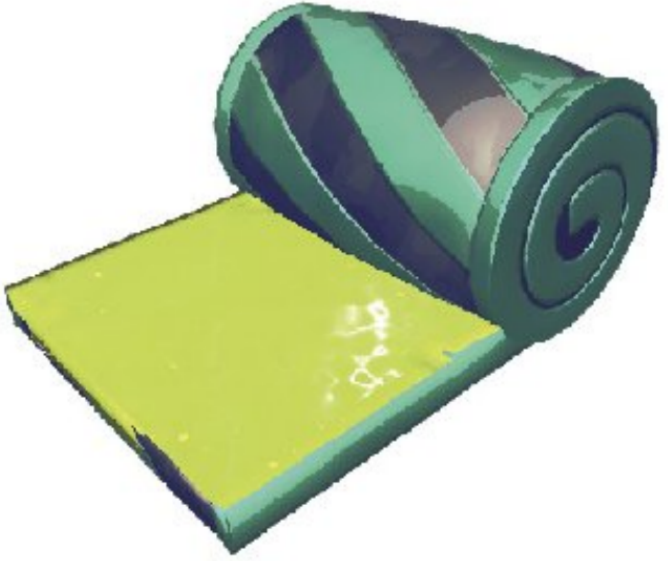
Stand behind one of these pink roller bundles and ink it with your selected weapon to send it rolling forward at high speed, splatting any Octarians in its path. The angle at which you ink the Rolonium bundle determines the path it takes, so be sure to square up with any distant targets before applying ink.

Sponge



As these small, cube-shaped yellow sponges absorb your ink, they expand, becoming huge blocks you can swim or walk across. However, when hit with enemy ink, sponges shrink in size. If you're on top of a sponge when it shrinks, you could potentially fall—stay near the center of a sponge to mitigate the danger. Cross sponges quickly when possible, and deal with threats before they can shrink the sponge beneath your feet.

Inkfurler



What at first glance appears as a rolled-up carpet is actually an Inkfurler. Apply ink to the roll and watch it roll out, allowing you to reach new areas. The Inkfurler only remains extended for a few seconds, so don't hesitate—swim across the inked surface to increase your speed. Apply new ink as necessary to prevent the Inkfurler from rolling back up.

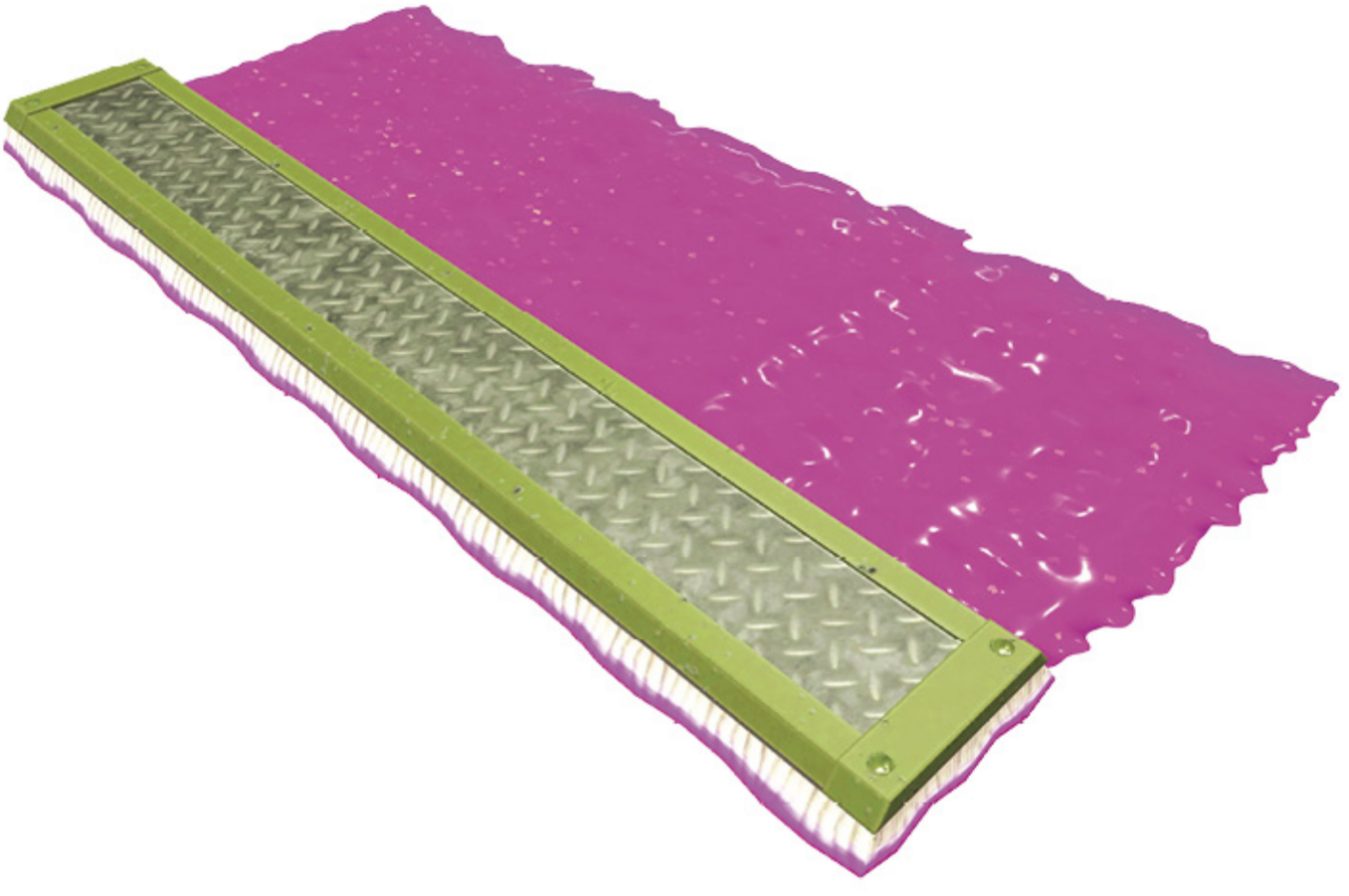
Propeller

Propellers are small platforms capable of horizontal or vertical movement. To activate a Propeller, hop aboard and target the blue propeller. Continually shoot the propeller to make the platform travel in its predetermined direction. If you stop shooting the propeller, the platform slowly returns to its original location. While moving along a Propeller, you become a much harder target for enemies to hit.

Grapplink

Can’t figure out where to go? Look up and try to find one of these metallic balls. Striking a Grapplink with ink instantly pulls your Inkling toward it, allowing you to cross otherwise impossible distances. Not all weapons have the range required to hit a Grapplink. Toss Splat Bombs toward these objects when necessary.

Spreader



These long arm-like devices are used to spread enemy ink over large horizontal and vertical surfaces. Instead of trying to avoid this ink, advance across the Spreader itself. The top of a Spreader can be coated in your ink, allowing you to swim across.

Bounce Pad

These colorful, inflatable pads offer an extra spring to your step. Hold down **B** while crossing one of these pads to launch your Inkling high into the air. Obviously, Bounce Pads are great for reaching high areas, but they're also effective for evading incoming fire—Octarians have a tough time hitting bouncing Inklings.

Ink Cannon

Step behind the controls of one of these turrets and fire ink-filled missiles at distant opponents and surfaces. Upon impact, these missiles explode, spreading your ink over a wide area. However, the missiles travel slowly and have a tendency to lose altitude over distance, so when engaging targets at long range, aim high to compensate for the missile's drop.

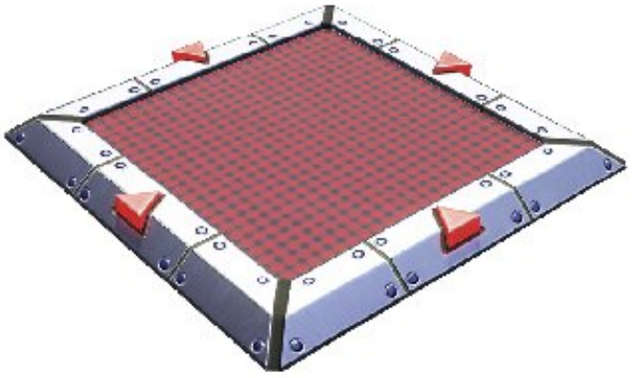
Ink Switch

These round, target-like switches just beg to be splatted with ink. When one of these switches is struck, it activates a nearby moving platform. Keep hitting the switch to fully extend the platform so you can run or swim across it before it automatically retracts. Sometimes you may need to manage multiple moving platforms and switches, so keep an eye on your Ink Tank and refill as necessary.

Ride Rail

Target these nodes with your ink to create a Ride Rail. Like launchpads, Ride Rails are often used to access distant platforms. Once a Ride Rail has been activated, jump on to swim along it. Ride Rails allow you to travel at high speeds. While racing along a Ride Rail, jump to launch your squid high into the air. Watch out for incoming enemy ink—it won't knock you off the Ride Rail, but it'll hurt.

Splat Switch



Spread ink across these panels to trigger the transformation of a platform. If you can't find where to go next, look for a Splat Switch—they can be large or small. Chances are you'll need to activate one of these switches to alter a platform in a way that allows you to access new areas. Once a transformation has been completed, it cannot be undone.

Hub Maps: Balloon Hunt

Each area/hub map features three different types of balloons. Orange balloons contain Power Eggs when popped, just like the balloons you encounter in Octarian lairs. Shooting a blue balloon causes more blue balloons to appear; shoot them all to summon an orange balloon containing more Power Eggs. If you see one balloon of a different color (not blue or orange), it's a Sunken Scroll balloon. Shoot this balloon to make a series of more balloons appear. Pop one balloon after another to complete the sequence—follow the green arrows to the next set. The final balloon in the series contains the hub map's Sunken Scroll.

Octo Canyon

The Octarians

Once again, the Octarians went to great lengths to infiltrate Inkopolis and steal the Great Zapfish. You can bet they're not going to return it without putting up a fight. You encounter a variety of enemies during your adventures in Octo Canyon, each with their strengths and weaknesses. Here are some pointers for surviving each hostile encounter.

Octotrooper

Octotroopers are the foot soldiers of the Octarians and the most common enemy you encounter. They come in two variants: fixed and moving. The fixed Octotrooper remains in a stationary position, manning a slow-firing turret. The moving Octotroopers patrol through purple ink, also manning slow-firing turrets. Whether fixed or moving, Octotroopers don't pose a huge threat. Spread ink near them and try to sneak up on them, splatting them at close range with your primary weapon. Or toss a Splat Bomb in their direction—if they can, they'll try to get away, sometimes running off the side of a platform.

Twintacle Octotrooper

Recognizable by their two tentacles, Twintacle Octotroopers perform just like standard Octotroopers. However, they're equipped with faster-firing turrets, making them a much more formidable threat. While you can easily dodge the incoming blobs of ink fired by Octotroopers, these more advanced enemies fire narrow, fast-moving streams of purple ink. Avoid face-to-face encounters when possible. Instead, swim through your ink and take them by surprise, shooting them in the back with your primary weapon. Or simply stay behind cover and take them out with Splat Bombs or Autobombs.

Shielded Octotrooper

Like the standard Octotroopers and Twintacle Octotroopers, these shielded enemies come in fixed and moving variants. What sets them apart is the metal shield attached to the front of the turret. While the shield can be destroyed after sustaining heavy damage, flanking is much faster. Try spreading ink around them and sneaking up from behind. Or toss a Splat Bomb behind them—the Shielded Octotrooper rotates to face the Splat Bomb, leaving his back exposed. Whatever you do, don't stand in front of one of these enemies and exchange ink—you won't win this duel.

Octozeppelin

Don’t be intimidated by these massive airships. Despite their impressive appearance, Octozeppelins are more of a passive nuisance than an active threat. They simply fly forward in a linear path while spreading ink behind them. Still, it’s important to avoid direct contact with these blimps—they can and will splat you if you get in their way. When necessary, attack an Octozeppelin by targeting the wiggling tentacle on top; this is easiest with the Hero Charger. Otherwise, time your movements carefully to avoid making contact with these enemies.

Octopod

They may look cute, but Octopods have nothing but bad intentions. These enemies come running at you at high speed. If they get close, they’ll explode, spreading purple ink over a wide area and potentially splatting you. To avoid such attacks, lay a line of ink between you and the approaching Octopods. Your ink slows down their advance considerably, allowing you to pick them off one by one. Octopods usually attack in groups, so make sure you have plenty of ink spread out to ensnare all attackers. Look for nearby Balloon Fish or Rolonium bundles to help you deal with such swarms.

Octohurler

This unusual, hand-shaped Octarian spits out bundles of Rolonium. Each Rolonium bundle travels forward in a linear path, spreading ink behind it. Needless to say, don't get hit by one of these bundles. Instead, ink the bundle with your primary weapon to send it rolling back toward the Octohurler. As with any Rolonium bundle, the angle at which you hit it determines its path, so make sure you line up the shot with your intended target. Octohurlers can also be flanked rather easily. If you can get behind them, they're completely defenseless, as they're incapable of rotating.

Squee-G

Unlike most enemies, Squee-Gs don't pose a direct threat. Instead, they mop up ink. They typically patrol walls and other vertical surfaces, quickly responding to any ink you spread. Squee-Gs can't be destroyed, so merely avoid them. Ink a wall and swim past them before they can clean up your ink. They're not particularly fast, so as long as you swim past them quickly, you shouldn't have many problems with these little guys.

Industrial Squee-G

This up-sized variant of the Squee-G operates solely on horizontal surfaces and immediately responds to freshly spread ink. When possible, avoid moving along the same surface as one of these behemoths, as you risk getting run over. Instead, ride atop Industrial Squee-Gs by dropping down on them from elevated platforms—you can't ink their sides. While riding, spread ink in the direction you want the Squee-G to move. This sleek appliance only cares about cleaning up ink and runs over anything in its way, including other Octarians. You can ink the top of the Industrial Squee-G too, allowing you to enter squid form to refill your Ink Tank. Really, this is the way to travel!

Octoballer

The Octoballer is basically a large bowling ball, rolling along a linear path. Like Octozeppelins, dispensers produce an endless number of Octoballers, so there's no use in trying to defeat them. Rather, they're best avoided. In some instances, you can use Octoballers as pieces of moving cover, concealing your movements from other Octarians. When advancing against the flow of Octoballers, ink a path along an edge and swim forward, careful to avoid contact with the rolling enemy. When possible, use Gushers to wipe out incoming Octoballers before making your move.

Kingpin Octoballer

The Kingpin Octoballer is a massive variant of the Octoballer, slowly rolling down ramps and impeding your movement. Don’t bother trying to splat these enormous Octarians. Instead, carefully time their movement and look for opportunities to sneak past them. Dispensers release a steady barrage of evenly spaced Kingpin Octoballers. Wait until one passes your location before pushing forward. When possible, ink a path before swimming to your destination—Curling Bombs work well for creating long, linear trails. Sometimes you can ink along an edge and swim past Kingpin Octoballers without being touched.

Octobomber

These large enemies hover in midair while tossing Splat Bombs. Since they make no contact with the ground, bombs are usually ineffective when targeting these enemies directly. Instead, sneak up on Octobombers without being seen and splat them at close range with your primary weapon. While hiding behind cover, toss Splat Bombs or Curling Bombs in an attempt to ink the area around an Octobomber. When the surface below an Octobomber is inked, swim forward and attack.

Octocopter

Like Octobombers, Octocopters are airborne threats. But instead of attacking with Splat Bombs, they fire slow-moving blobs of purple ink—much like the Octotroopers. For best results, stay hidden until you can pop up out of your ink and ambush Octocopters with your Hero Shot at close range. While you can't hit Octocopters with a Curling Bomb, swimming within a Curling Bomb's ink trail is a great way to sneak up on these guys. In any case, rush forward and attack aggressively, as Octocopters tend to loiter just outside your primary weapon's range.

Octoseeker

The Octoseeker is essentially a helicopter piloted by an Octotrooper. This aerial vehicle is equipped with a searchlight that constantly scans the ground for threats. If you're detected, the Octoseeker will hover overhead before eventually slamming into the ground. When the searchlight turns red, that's your cue to move out of the way—if you stay put, you'll be squished. When the Octoseeker hits the ground, immediately ink one of its sides and swim to the top to take a ride. You can't ink the front of the Octoseeker, as the cockpit window is not an inkable surface. Once on board, ink the top of the Octoseeker and look for opportunities to squid-jump to nearby platforms along the vehicle's patrol circuit. When jumping off, be mindful of the four rotors on the corners. Hitting one of these may interrupt your jump, causing you to fall short of your intended landing spot.

Tentakook

This fast-moving, hardhat-wearing Octarian isn't looking for a fight. Rather, the Tentakook would like nothing more than to be left alone, running away as soon as you approach. These evasive enemies are tough to track down due to their quick movement speed and constant situational awareness. Be sure to avoid the Splat Bombs they drop as they attempt to escape. Your best bet is to corner the Tentakook on a platform where he has no opportunity to evade. Once he's cornered, approach the Tentakook with caution while firing your primary weapon or tossing Splat Bombs of your own. Tenta Missiles are also effective against these foes, allowing you to strike from a distance. Tentakooks usually carry critical items such as keys necessary to open vaults, so be sure to search the surrounding area once a Tentakook has been splatted.

Octostamp

If you're detected by Octostamps, they'll come running at you before leaping into the air—this is your cue to move out of the way. Don't try shooting them while they're running at you, as hitting them in the face doesn't do any damage. Instead, wait until they land facedown on a platform, then shoot them in their exposed backs. Alternatively, coax them to an edge of a platform and sidestep as they inadvertently leap off the side.

Octostamp DX

This is the Ocotstamp's bigger, less-cute sibling. Like the Octostomp boss, this enemy tries to splat you by performing a face-plant. Lure the Octostamp DX toward you, then immediately sidestep as the enemy tilts forward. While the Octostamp DX is facedown, ink one of its sides and swim up to its back. You can usually find interesting objects on an Octostamp DX's back, including keys and launchpads. There's no way to splat this enemy, so don't bother trying. Retrieve whatever you need from it and move on.

Octodiver

If you see a large pool of purple ink, there's a good chance an Octodiver is hiding beneath the surface, waiting to ambush you. These enemies perform just like their Octotrooper and Twintacle Octotrooper counterparts, but have the ability to stay submerged within their ink until they encounter a threat. To avoid getting caught by surprise, take time to spread ink whenever you encounter large areas of purple ink. This forces Octodivers to the surface, making them easier to engage. Also watch out for the shielded variant of the Octodiver. If you encounter a Shielded Octodiver at close range, immediately swim away to avoid getting splatted by incoming blasts of purple ink. This may be a good opportunity to use Curling Bombs in an effort to draw the Octodiver's attention.

Flooder

Towering above platforms on four stilt-like legs, Flooders constantly patrol, raining down purple ink. Like Squee-Gs, Flooders can't be destroyed, so you must avoid them. For best results, stay submerged in your ink to prevent being spotted. The Flooder's red targeting laser constantly scans for foes, and if you're detected, they'll move toward you. Break line of sight to avoid being chased. Curling Bombs come in handy during these encounters, allowing you to spread long lines of ink you can swim through. Maintain situational awareness at all times; otherwise multiple Flooders may converge on your location, leaving you no path of escape. If you can get high enough, drop down and ride atop Flooders—this is a good way to cross an area without exposing yourself to their ink.

Octosniper

These long-range specialists are extremely dangerous, capable of hitting you at distances from which you can't retaliate. The Octosniper's turret fires a narrow steam of ink, capable of inflicting heavy damage. Watch the Octosniper's green targeting laser to determine which way the enemy is facing. When he's looking away, try to sneak up by spreading and swimming through your ink. Once close enough, hide behind cover and lob Splat Bombs or Autobombs in the Octosniper's direction. If you can't close the deal with bombs, ink an area next to the enemy, then swim through your ink, ambushing the Octosniper at close range with your primary weapon.

Octocommander

Similar to Octosnipers, Octocommanders defend from fixed positions while attacking threats with a rapid-firing ink cannon. A direct, toe-to-toe confrontation is out of the question. Look for opportunities to flank, slowly and stealthily swimming through your ink until you're close enough to attack with your primary weapon, or engage Octocommanders while safely behind cover. Ink a path forward and swim to cover until you're close enough to engage with Splat Bombs or Autobombs. Also, note the slight pause following each cannon volley. Use this opportunity to peek out of cover and take a direct shot. Rolonium bundles and Ink Storm specials are effective against these enemies.

Octoling

Exhibiting the same capabilities as Inklings, Octolings are some of the most dangerous enemies you encounter. They're equipped with a variety of weapons, including Splat Bombs. Furthermore, they can swim and hide in their own ink, just like you. The standard Octolings are dangerous enough, but the Elite Octolings (with kelp growing out of their heads) are even more durable, capable of taking more damage. When possible, seek the high ground during Octoling confrontations, firing down on them with your primary weapon. If you can't splat them, limit their mobility by covering the ground with your ink. If they get stuck in your ink, use Splat Bombs to take them out before they can submerge in their own ink and escape.

INK BATTLE REHEARSAL

To get in some practice for Ink Battles, repeat the lairs occupied by Octolings. Fights against these enemies closely match the action you face in online battles. Also, many of these stages are repurposed from multiplayer maps, allowing you to get familiar with each arena, including Humpback Pump Track, the Reef, Moray Towers, and Musselforge Fitness.

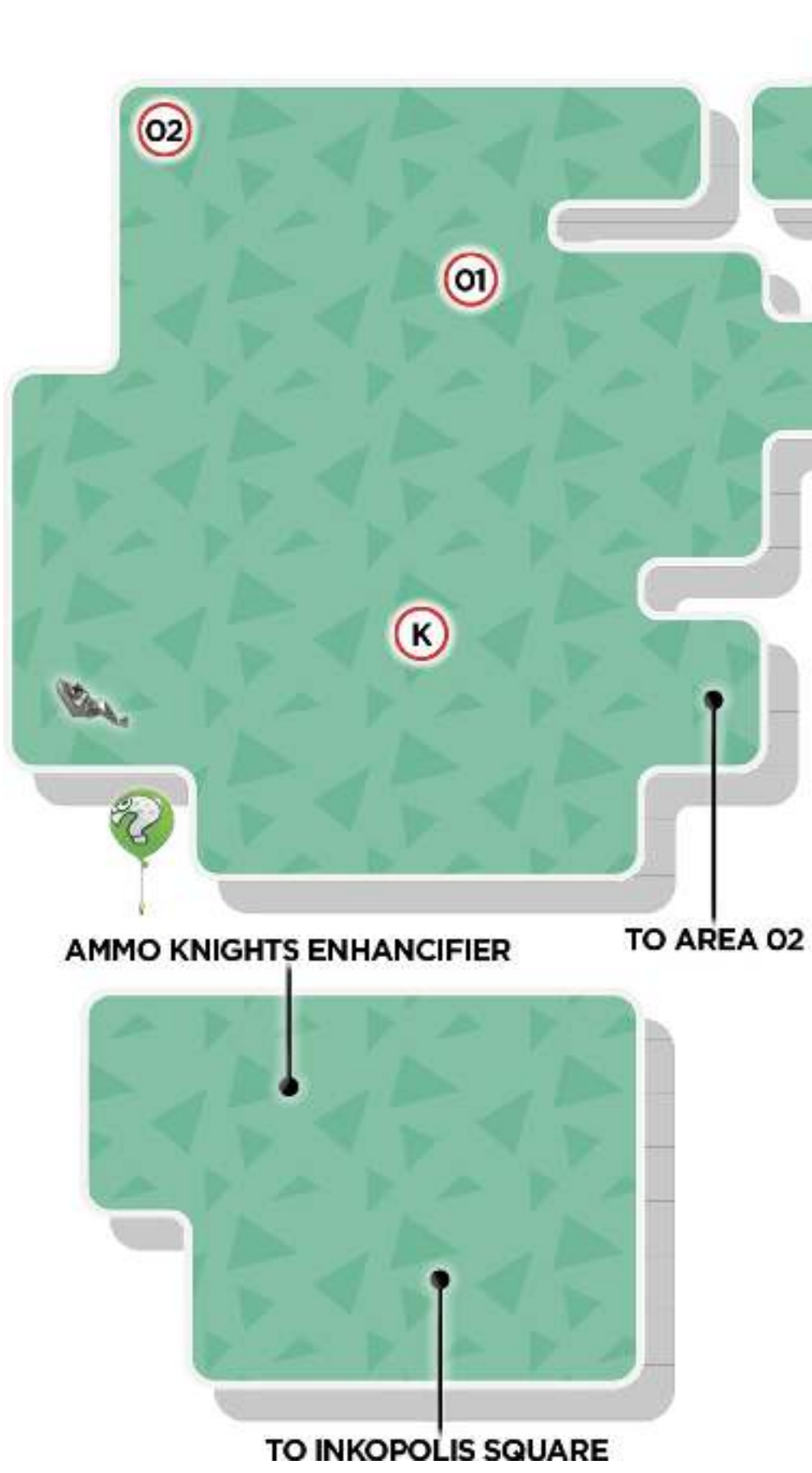
Area 01: Tentakeel Outpost

Overview

Welcome to Tentakeel Outpost, your first stop in Octo Canyon. Marie is grateful for your assistance in the fight against the Octarians. But do you have what it takes to rescue the Great Zapfish and restore power to Inkopolis Square? There are three areas you must clear in this zone, followed by an epic battle against the first boss—the toasty Octo Oven. Happy hunting, Agent 4!

Area 01: Tentakeel Outpost

Tentakeel Outpost Collectibles



Legend	
01	Return of the Ocatrians
02	Welcome to Octopia
03	Sunset Octocopter
K	Boss Kettle
	Sardinium
	Sunken Scroll
	Sunken Scroll Balloon (Start)

Sardinium

This area's Sardinium is located in the small orange crate on the platform near the central Boss Kettle. Ink the wall of the nearby column, then squid-jump toward the platform to claim the Sardinium. When performing the squid jump, return to Inkling form before landing to prevent falling through the grate.

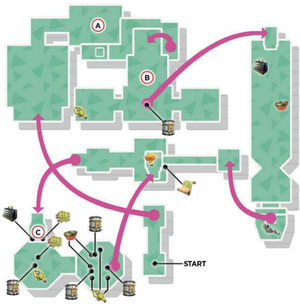
Sunken Scroll

Shoot the yellow balloon floating behind the Sardinium platform to begin the chase for this area's Sunken Scroll. Follow the green arrows to locate the next six balloons in the sequence, leading you to this raised platform on the periphery. If you don't succeed on your first attempt, ink the path between balloon locations for easier travel—it's much faster to swim than run.

Splatoon 2

Area 01: Tentakeel Outpost

01: Return of the Octarians



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Tenta Missiles
Vault
Zapfish

Lair Entrance

This entrance is located a few steps beyond the Boss Kettle, in the center of the platform. Simply ink the invisible entrance to make it appear, then hop inside.

Sheldon Request

Sheldon has no specific requests for completing this first level—complete it using the Hero Shot supplied by Marie. Of course, you can return to this level later and complete it with any weapon you've unlocked during your Octo Canyon adventures.

Key Locations

A Flanking Maneuver

The Shielded Octotrooper here is manning a turret with a protective shield. A frontal attack is not advisable, as the shield always protects the Octotrooper from taking damage. Therefore, slowly swim through the ink and flank the Octotrooper from the side. Maintain a slow speed while swimming, otherwise the Octotrooper will detect your movement and attack, spreading purple ink. Once you're behind the Octotrooper, pop out of your ink and open fire. Alternatively, you can toss a Splat Bomb behind the Octotrooper, making him rotate and exposing his back.

B Key Search

This platform's launchpad is secured by a vault—you must find a key to open it. The key is located among the crates to the right, but this area is blocked by a vertical grate. Enter squid form to swim beneath the grate. You can also jump through the grate while in squid form. Once on the other side of the grate, use the Hero Shot and Splat Bombs to destroy the crates and any Octotroopers hiding inside. The key is stashed in the large reinforced crate, which requires repeated hits from your weapon. Grab it and return to the vault to proceed to the next platform.

C Tenta Missiles Ahoy!

The three vaults on this platform are guarded by a staggering 12 Octotroopers. Use the Tenta Missiles retrieved from the previous vault to thin out the resistance. Lock on to as many Octotroopers as possible, then fire a volley of Tenta Missiles onto the platform below. While effective, the Tenta Missiles aren't powerful enough to wipe out all of the Octotroopers, but they do an excellent job of spreading ink and creating chaos among the Octarians. Maintain the high ground and fire down on the survivors using the Hero Shot and Splat Bombs.

Collectibles

Sardinium

Avoid this vertically oriented launchpad, behind the Shielded Octotrooper, until you've collected the Sardinium located in the crate atop this platform. Ink and swim up the wall, careful to avoid making contact with the launchpad. Smash the crate to claim your reward!

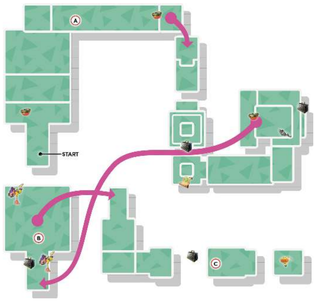
Sunken Scroll

This lair's Sunken Scroll is stashed in an orange crate beneath a narrow walkway. Cross the walkway, then enter squid form to drop through a grate, passing through three squid rings on your way down. Turn around and follow a perimeter path to locate this crate resting on a grate. Ink the metal diamond plate section, then swim upward to access the crate.

Splatoon 2

Area 01: Tentakkel Outpost

02: Welcome to Octopia



Legend
Key Location
Armor
Jump Path
Power Egg Can
Sardinium
Splashdown
Sunken Scroll
Zapfish

Lair Entrance

This lair is protected by a mesh fence. Fortunately, you can squeeze through while in squid form. Ink the ground on both sides of the fence, then simply swim beneath the barrier. Once on the other side, blast the invisible entrance with your Hero Shot.

Sheldon Request

Like the previous lair, Sheldon has no specific requests for completing this level, so proceed with the well-rounded Hero Shot. But be sure to return to this level once you've unlocked more weapons.

Key Locations

A Octopod Attack

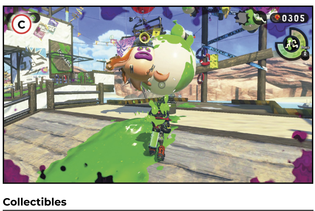
As you ascend to this platform, four Octopods can be seen descending in the distance. While you wait for them to land, ink a path toward the Balloon Fish in the center of the platform. Once the Octopods land, they begin rushing toward you. Immediately shoot the Balloon Fish to trigger a massive explosion of ink, wiping out all four Octopods. Don't let the Octopods get too close—otherwise they'll explode, inflicting serious damage. Utilize Balloon Fish in the future to spread ink over large areas.

B Splashdown!

Grab the armor and Splashdown special near this platform's checkpoint, and watch for several Octotroopers descending ahead. Ink the various sponges to provide cover from incoming fire, while spreading ink with your Hero Shot and Splat Bombs. Swim through your ink and rush a group of Octotroopers while initiating the Splashdown special. This causes your Inkling to leap high into the air and deliver a powerful downward attack, spreading ink over a wide area—this is a great way to eliminate multiple enemies. Another Splashdown special waits in the crate at the back of the platform, perfect for dealing with any survivors.

C Octobomber Rush

Make your final push across a field of sponges, using Balloon Fish to ink a path toward the **Zapfish**. Just ahead, an Octobomber blocks your path. Octobombers toss powerful Splat Bombs, so avoid a prolonged duel. Instead, rush toward the Octobomber, spreading ink along the way, and target the Balloon Fish directly behind him. The explosion of ink dispersed by the Balloon Fish is powerful enough to take out the Octobomber and the orange balloon above his head.



Collectibles

Sardinium

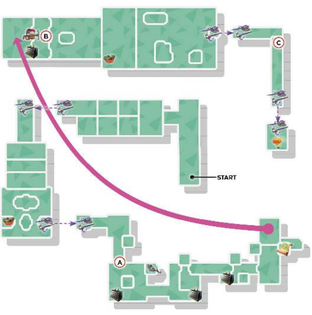
Ink this wooden wall and swim up to reach the top of this platform—be careful to avoid contact with the launchpad. Here you find three orange crates containing Power Eggs and this lair's Sardinium. Be sure to grab the Power Egg Can to the left of the launchpad as well.

Sunken Scroll

After you defeat the Shielded Octotrooper on the grate, enter squid form to drop to the platform below. Here you find a Balloon Fish, as well as a crate containing the lair's Sunken Scroll. Once you've retrieved the scroll, swim up the wall by the Balloon Fish to return to the grate above.

Splatoon 2

Area 01: Tentakeel Outpost
03: Sunset Octocopter



Legend
Key Location
Armor
Jump Path
Power Egg Can
Ride Rail
Sardinium
Sunken Scroll
Sting Ray
Zapfish

Lair Entrance

A cluster of wooden crates blocks the path to the third and final lair. Use your Hero Shot and Splat Bombs to clear a path, then ink the invisible entrance to gain access to the lair.

Sheldon Request

Sheldon has yet to make any special requests, so go ahead and enter the lair with your Hero Shot—it's more than capable of handling the challenges awaiting you. Later, you can return to this lair and attempt to clear it with other weapons you've unlocked.

Key Locations

A Ink Piston Hazard

As you traverse this platform, Marie warns you to avoid contact with these Ink Pistons. These are essentially rollers that extend and retract, leaving behind thin lines of ink. Wait for the Ink Pistons to retract, then ink a path ahead, careful to swim past each piston before it extends. But don't get too distracted by the Ink Pistons—there are also troublesome Octocopters patrolling above this area.

B Sting Ray Sniping

A formation of four Octocopters attempt to block your advance on this platform. Instead of rushing and targeting them one by one, use the nearby Sting Ray special to take them out from long range. The Sting Ray fires a powerful stream of ink with incredible range. This allows you to wipe out all four Octocopters without exposing yourself to incoming fire. Wait until the Octocopters are straight ahead before activating the special. While powerful, the Sting Ray is difficult to aim once it's been activated, making lateral adjustments tricky. Keep firing until the Octocopters are eliminated—or until the Sting Ray runs out of ink.

C Dash Track Escape

An array of Ink Pistons flanks this final path leading to the **Zapfish**—you must use the three Dash Tracks to run this gauntlet. Take a moment to watch the pattern as the Ink Pistons extend and retract—there's a brief moment when none of the Ink Pistons are extended. Ink the ground in front of the nearby Dash Track and wait for the nearby Ink Pistons to retract. Immediately swim forward onto the first Dash Track. If you time it right, you'll automatically skip across all three Dash Tracks, avoiding contact with the Ink Pistons.

Collectibles

Sardinium

After clearing the first area of Ink Pistons, shoot a crate on this isolated platform to reveal this lair's Sardinium. Squid-jump toward the platform from this direction to retrieve it.

Sunken Scroll

Before using the launchpad on this platform, turn to the right and climb to the top of this tall pillar, using the Dash Track on the far side. Ink the wall below the Dash Track, then swim up to launch yourself to the top of the pillar, grabbing the lair's Sunken Scroll.

Boss Battle: The Octo Oven

Boss Kettle Entrance

After you collect all three Zapfish from the separate lairs, the Boss Kettle in the center of the platform opens, allowing you to take on Octo Canyon's first boss, the Octo Oven.

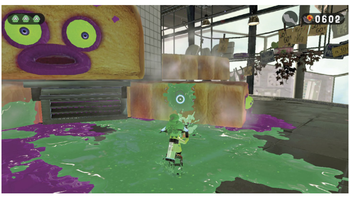
Sheldon Request

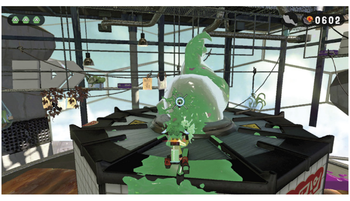
Since you haven't unlocked any other weapons yet, you must confront this boss with your Hero Shot and Splat Bombs. Although its rate of fire isn't all that impressive, the Hero Shot can get the job done. But don't forget to replay this boss battle once you acquire more weapons and upgrades.

Round 1

The Octo Oven isn't just a clever nickname. This boss is a real oven capable of baking bread…and splatting Inklings. Lateral movement is key to avoiding getting smacked by one of the loaves of bread extending from the oven doors. Watch the oven doors closely—they rattle just before ejecting a loaf of bread. Each extended loaf leaves behind a thick patch of purple ink, so keep spreading ink of your own to prevent getting bogged down. Ink the area around the oven and swim laterally to avoid getting hit by the extending loaves.

Eventually the bread loaves extend for a longer period of time, creating makeshift steps to the top of the oven. Ink the sides of the bread and swim upward, squid-jumping from the lower loaf to the upper loaf. Once on the second loaf, ink the side of the oven and swim upward to reach the top. Here you find a tentacle. Immediately shoot the tentacle as fast as you can to inflict damage. When the tentacle explodes, you automatically jump down from the oven—time to get ready for Round 2!





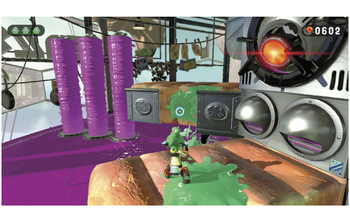
Round 2

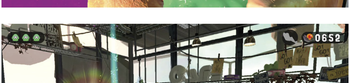
The Octo Oven introduces some vertical columns of ink at the start of the second round, so maneuvering becomes a bit more challenging. These columns appear around the platform's perimeter. This requires you to operate closer to the Octo Oven, giving you less time to react to the extending loaves of bread. Continue moving laterally to avoid getting hit by the loaves, and wait for your opportunity to climb atop the oven so you can attack the tentacle.

Round 3

In the final round, the Octo Oven pulls out all the stops, distributing more columns of ink and deploying a glazing machine, which rains down purple ink from an extended arm. Keep moving laterally to avoid getting splatted by the glazing machine. When the machine retracts, get ready to avoid more protruding loaves of bread.

This time the loaves are partially coated in armor. These metallic armor pieces can't be inked, reducing the surface area necessary to climb to the top of the oven. Focus your fire on the unarmored pieces of bread while traversing from loaf to loaf. Keep working your way up the oven until you can finally target the tentacle at the top. Splatting the third tentacle causes the Octo Oven to explode, leaving behind 50 Power Eggs, a Sardinium, and the area's final Zapfish. Collect them all to complete the boss fight. You can now proceed to Area 02.





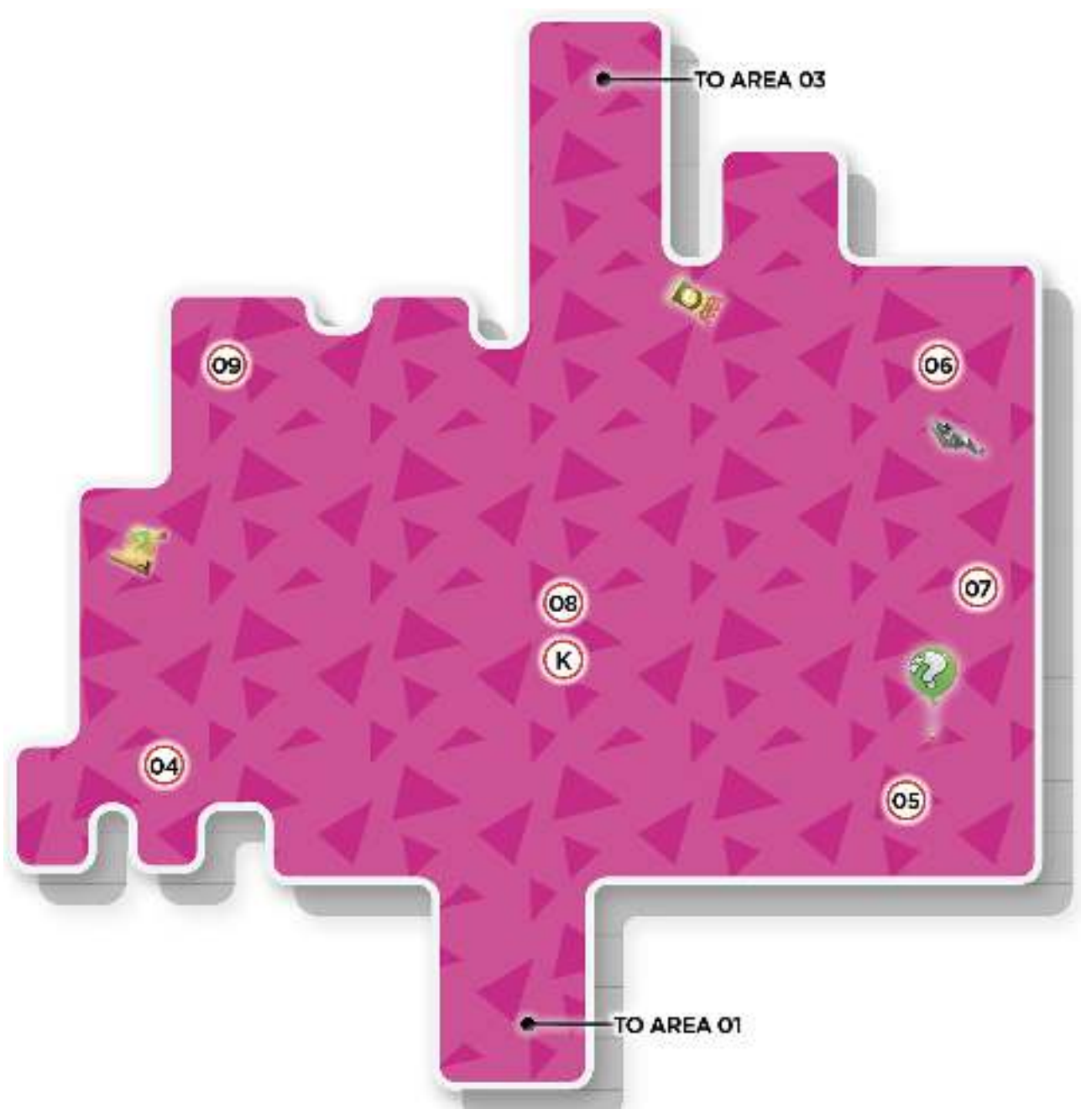
Area 02: Suction-Cup Lookout

Overview

The search for the Great Zapfish continues as you enter Suction-Cup Lookout. This area presents more of a challenge, requiring you to free six Zapfish before confronting the next boss, the Octo Samurai. Now that Sheldon's on board with your mission, he's agreed to supply you with new weapons, including the Hero Roller, Hero Dualies, and Hero Charger.

Area 02: Suction-Cup Lookout

Suction-Cup Lookout Collectibles



Legend

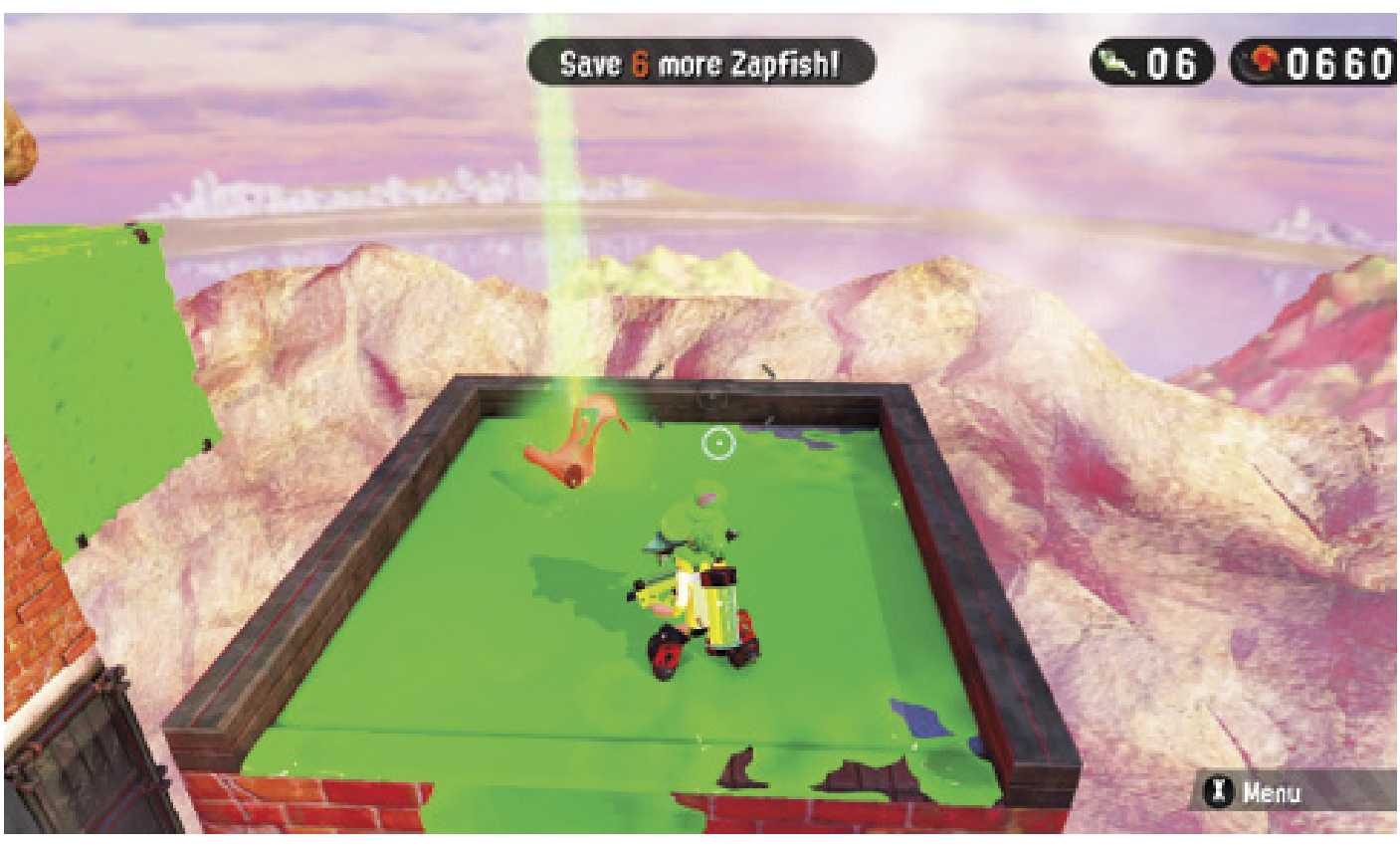
04	Key Enter the Octohurler
05	The Octopark
06	Octozeppellin Invasion
07	Back Alley Cleanup
08	Spinning Campground
09	Octoling Strike
K	Boss Kettle
	Sardinium
	Sunken Scroll
	Sunken Scroll Balloon(Start)
	Tickets

Sardinium

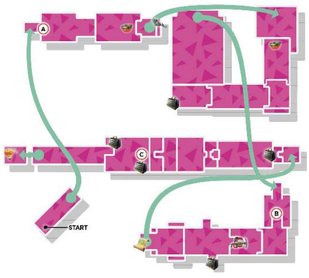
This area's Sardinium is stashed in a reinforced crate in the alley between Lairs 06 and 07. Destroy the four wooden crates concealing this alcove, then continually shoot the reinforced crate until it surrenders its treasure.

Sunken Scroll

As in the previous area, you must shoot a series of green balloons to reveal this area's Sunken Scroll. Start by shooting the green balloon between Lairs 05 and 07. Follow the green arrows to the next sets of balloons. For best results, ink the path between balloons to facilitate swimming, as it's much faster than running. The final balloon floats above the platform near Lair 04. If you have trouble hitting all the balloons with the Hero Shot, consider trying again once you gain access to the Hero Charger, upon completion of Lair 06. This long-range weapon makes it much easier to hit those more distant balloons.



Area 02: Suction-Cup Lookout
04: Enter the Octohurler



Legend
Key Location
Armor
Jump Path
Power Egg Can
Sardinium
Sting Ray
Sunken Scroll
Zapfish

Lair Entrance

This lair is located a short distance from the area's entrance, and reaching it requires you to ink a couple of sponges. Be careful when crossing the damaged catwalk flanking the lower platform; stay in Inkling form and simply jump over the gap. If you enter squid form, you'll fall through the catwalk grate.

Sheldon Request

Sheldon has agreed to lend you the Hero Roller for clearing this lair. While rolling, the Hero Roller excels at spreading large swaths of ink. But keep an eye on your Ink Tank—this weapon consumes ink at a rapid pace. In addition to rolling, you can use the Hero Roller to fling big wads of ink in the direction of enemies. This works best from a height advantage.

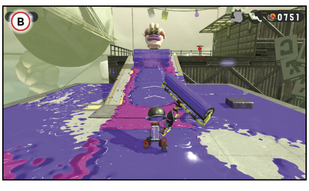
Key Locations

A Rolling Rolonium!

The Rolonium bundles found on this platform act similarly to your Hero Roller. Simply stand behind a bundle and smack it with your Hero Roller to fill it with ink and send the bundle rolling forward at high speed, splatting anything in its path. Hide in your ink and watch the movements of the Octotroopers riding on the Spreaders. Once they're lined up, smack a Rolonium bundle to send it crashing into the Octotroopers. The angle from which you hit the Rolonium affects the direction in which it travels, so make sure you're squared up with the Rolonium before sending it on its way.

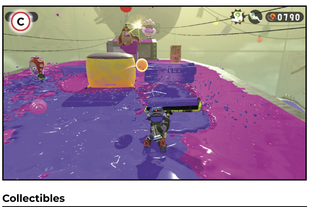
B Octohurler Counter

This marks your first encounter with an Octohurler. These unusual-looking enemies spit out Rolonium, coating areas with wide swaths of ink. While it's best to avoid incoming Rolonium, you can send it back at the Octohurler by *inking* it with your Hero Roller. Stand in front of the Octohurler and wait for it to generate a Rolonium bundle. As the Rolonium approaches, fling ink toward it, causing it to reverse direction and smash into the Octohurler. Not only is this a good way to eliminate these enemies, it's also a great way to spread your own ink.



C Clear a Path!

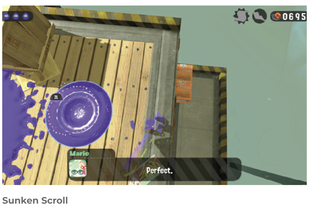
At the final checkpoint, you're confronted by an Octotrooper, an Octobomber, and an Octohurler, each at varying ranges—this is a good opportunity to use the Sting Ray special. Otherwise, keep your distance and avoid any incoming attacks while watching for inbound Rolonium. Ink the Rolonium, sending it toward the Octotrooper to knock it out. Ink a second incoming Rolonium bundle to launch it toward the Octobomber. Since the Octobomber is flying, the Rolonium passes beneath the enemy, dealing no damage. But the Rolonium gives you a wide swath of ink to swim through, allowing you to rush the Octobomber and fling ink at him with your Hero Roller. Finally, deal with the Octohurler riding the Spreader. Wait for him to launch another Rolonium bundle, then knock it back in his direction. The path to the **Zapfish** is now clear!



Collectibles

Sardinium

Sidestep the launchpad after encountering the first Rolonium bundles. Beyond the launchpad is a lower ledge holding two crates. Smack one of these crates to retrieve this lair's Sardinium.

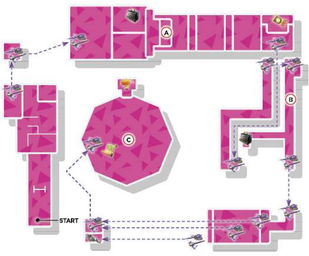


Sunken Scroll

Ink and ride one of these Spreaders, formerly occupied by an Octohurler, to retrieve this lair's Sunken Scroll. It's located on a well-hidden platform just beneath the launchpad platform.

Splatoon 2

Area 02: Suction-Cup Lookout
05: The Octopark



Legend
Key Location
Armor
Ride Rail
Sardinium
Sunken Scroll
Ticket
Zapfish

Lair Entrance

Lair 05 is located on another tower platform to the right of the area's entrance. Ink this vertical metallic piece of diamond plate to reach the top of the tower, then saturate the invisible entrance with ink.

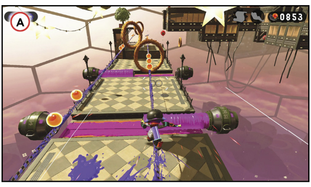
Sheldon Request

Before you initiate this stage, Sheldon delivers a new weapon—the Hero Dualies. These dual-wield pistol-type weapons benefit from an extreme high rate of fire, excellent for spreading ink and dealing damage. However, they have limited range, requiring aggressive close-quarter attacks. While firing, press **B** to perform an evasive dodge roll in any direction. Dodge rolls are a great way to keep your enemies guessing.

Key Locations

A Ride Rail Zigzag

This platform features two parallel Ride Rails suspended above a pair of Ink Pistons. Ride the rail on the right first, passing through the first squid ring. Immediately jump to the rail on the left, passing through the squid ring suspended between the two rails. Leap back to the rail on the right, then jump back to the left as you near another squid ring between the two rails. Finally, leap off the left rail to the platform on the left. The crate on the platform contains a ticket you can redeem at Crusty Sean's.

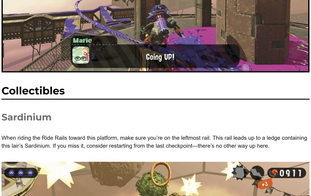


B Ride the Rails

Traversing these narrow platforms can be dangerous when on foot, particularly while attempting to dodge incoming fire. Fortunately, there are a few Ride Rails you can utilize while clearing this area. Activating the Ride Rails also causes squid rings to appear, giving you the opportunity to earn more Power Eggs. Simply zip along each Ride Rail while firing down on the Octotroopers below. Don't forget to grab the armor on the center platform before moving on.

C Spiraling Ascent

Immediately after reaching this platform, activate the Ride Rail to the left and hop aboard. This Ride Rail spirals upward, allowing you to stay on the move while engaging multiple Octotroopers—don't forget to target a few orange balloons on your way up. Constantly moving along the Ride Rail makes it impossible for the Octotroopers to hit you. Target the Octotroopers on the tower pedestals first. Once you reach the top tower, rain down fire and Splat Bombs on the surviving Octotroopers below.



Collectibles

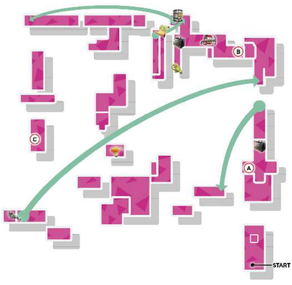
Sardinium

When riding the Ride Rails toward this platform, make sure you're on the leftmost rail. This rail leads up to a ledge containing this lair's Sardinium. If you miss it, consider restarting from the last checkpoint—there's no other way up here.

Sunken Scroll

While riding the spiraling Ride Rail, jump through the squid ring to land on this pedestal tower. The crate atop the tower contains this lair's Sunken Scroll.

Area 02: Suction-Cup Lookout
06: Octozeppelin Invasion



Legend
Key Location
Armor
Jump Path
Key
Sardinium
Sting Ray
Sunken Scroll
Vault
Zapfish

Lair Entrance

This lair is located atop a tall tower platform. Ascend to the top of this neighboring platform until you see the vertical Dash Track along the side of the tower. Ink the area just beneath the Dash Track and launch yourself to the top of the tower.

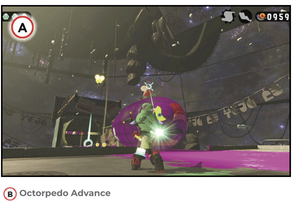
Sheldon Request

As you enter this lair, Sheldon delivers the Hero Charger. This is a variant of the Splat Charger, made famous by sharpshooters during Ink Battles. Hold down **ZR** to charge the weapon, then release **ZR** to fire a powerful stream of ink capable of impressive ranges. You can also store the weapon's charge while swimming, which allows you to pop out of your ink and fire off a quick, powerful shot. The Hero Charger's range makes it an ideal weapon for traversing this level's various Grapplinks.

Key Locations

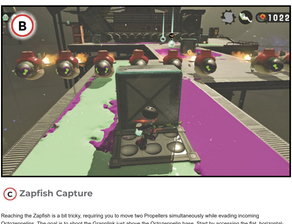
A Octozeppelin Zap

Octozeppelins are a continual nuisance in this lair. While they don't pose a direct threat, they're constantly in the way, leaving behind a wake of sticky purple ink. Take cover behind the nearby wall and wait for the latest barrage to pass. When it's clear, fire your Hero Charger at the next wall and swim forward before the following barrage arrives. Keep advancing in this fashion until you can reach the key on the far left side of the Octopedo launch tubes. Take extra caution when crossing in front of the tubes—ink a path and swim past the tubes before the next barrage is fired. Be sure to grab the Sting Ray special and armor before making your way to the vault on the right. Don't use the launchpad until you've collected this lair's Sunken Scroll, stashed in the crate about the launch tubes.



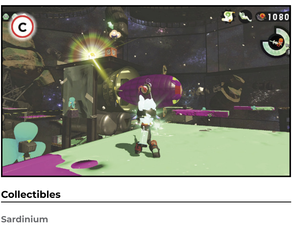
B Octorpedo Advance

Watch out for the incoming barrage of Octopedoes when you reach this platform. While you can shoot these enemies, it's best to save your ink. Take cover behind the nearby wall and wait for the latest barrage to pass. When it's clear, fire your Hero Charger at the next wall and swim forward before the following barrage arrives. Keep advancing in this fashion until you can reach the key on the far left side of the Octopedo launch tubes. Take extra caution when crossing in front of the tubes—ink a path and swim past the tubes before the next barrage is fired. Be sure to grab the Sting Ray special and armor before making your way to the vault on the right. Don't use the launchpad until you've collected this lair's Sunken Scroll, stashed in the crate about the launch tubes.



C Zapfish Capture

Reaching the Zapfish is a bit tricky, requiring you to move two Propellers simultaneously while evading incoming Octozeppelins. The goal is to shoot the Grapplink just above the Octozeppelin base. Start by accessing the flat, horizontal-moving Propeller, then turn your attention to the Octozeppelin base beneath the Zapfish. There's a propeller along the left side of this platform. Move your Propeller within range, then shoot this propeller on the left side of the Octozeppelin base—this causes the base to move to the left. Immediately aim up and shoot the Grapplink to reach the **Zapfish**. This is a tricky maneuver, so don't get frustrated if it takes a few attempts. For best results, move to the corner of the Propeller and as close to the Grapplink as possible.



Collectibles

Sardinium

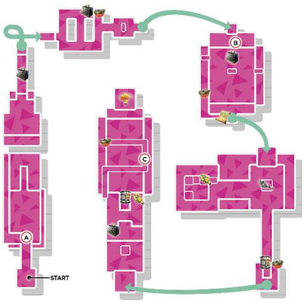
This Sardinium is located at the mouth of an Octozeppelin base, just beyond a launchpad. Step forward off the moving Propeller and aim at a freshly spawned Octozeppelin, taking it out with your Hero Charger. Swim forward immediately through your ink, careful to avoid the launchpad, and grab the Sardinium. Quickly backtrack to the launchpad before the next Octozeppelin appears.

Sunken Scroll

When you first encounter this impressive array of Octorpedoes, step off the left side of the platform to find this well-hidden Ride Rail. Ride the Ride Rail around the perimeter of the platform, evading all incoming Octorpedoes. The Ride Rail leads to a hidden platform above the Octorpedo launch tubes. Here you find a few crates, including one containing the lair's Sunken Scroll. Use the nearby launchpad to return to the platform below, landing near the vault.

Splatoon 2

Area 02: Suction-Cup Lookout
07: Back-Alley Cleanup



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Vault
Zapfish

Lair Entrance

You must use a Dash Track to reach this lair, but a vertical grate blocks your path. Run across the Dash Track, then immediately enter squid form to pass through the grate. Now you can ink the invisible entrance to the lair.

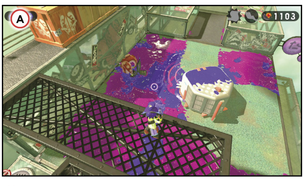
Sheldon Request

Sheldon needs more field data for the Hero Shot, so that's your weapon for clearing this lair. By now you should be rather familiar with this well-rounded weapon. Once you've completed this level, you can play it again using the Hero Charger, Hero Dualies, or Hero Roller.

Key Locations

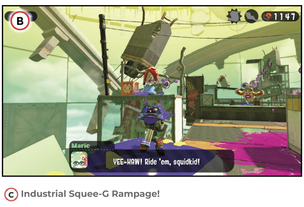
A Industrial Squee-G Ambush

The area below is guarded by three Shielded Octotroopers. Don't drop down to their level. Instead, maintain the high ground and fire down toward them. This causes an Industrial Squee-G to appear in the distance. These massive Squee-Gs operate just like regular-sized Squee-Gs, instinctively moving in the direction of your ink. Fire ink around the Shielded Octotroopers and watch with glee as the Industrial Squee-G runs over and splats your enemies. Simply spread ink wherever you want the Industrial Squee-G to move.



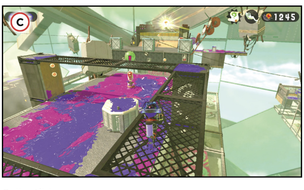
B Industrial Squee-G Ride

Instead of avoiding this Industrial Squee-G, put it to use by riding atop it—there's even armor waiting for you on top. The Industrial Squee-G serves as an excellent moving platform, making it tougher for the Octotroopers and Octobomber to target you. Spread ink to guide the Industrial Squee-G in the direction of enemies, then open fire once they're in range. Be mindful of the Sprinkler on the central platform; take it out early to prevent it from inking your position. When your Ink Tank gets low, ink the top of the Industrial Squee-G and swim around. If necessary, leap to one of the raised platforms to evade incoming ink and Splat Bombs tossed by the Octobomber. But it's best to keep moving.



C Industrial Squee-G Rampage!

This final area is swarming with Octotroopers. Fortunately, you can leverage the nearby Industrial Squee-G to help clear a path. Start by grabbing the key and unlocking the Industrial Squee-G. Next, advance along the raised catwalk, firing down on the Octotroopers below. As you spread ink, the Industrial Squee-G follows, eager to clean up your splotches. Fire your ink onto the ground, guiding the Industrial Squee-G toward the panicked Octotroopers. In most cases, you don't need to hit the Octotroopers—the Industrial Squee-G splats them for you. But don't lose sight of the Octotroopers on the catwalk during your advance. Glance up and use Splat Bombs or your Hero Shot to deal with these threats. Once the area is clear, drop down onto the Industrial Squee-G and ride it toward the **Zapfish**.



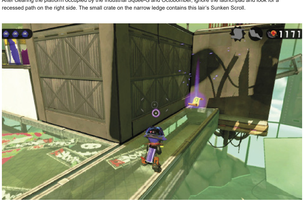
Collectibles

Sardinium

This lair's Sardinium is stashed in a box on a glass cube. The walls of the cube can't be inked, so you need to find another way up. Retrieving the nearby key unlocks a Ride Rail. Ride the Ride Rail down toward the cube. Leap off the end of the rail, flying though a squid ring, then land on the cube to retrieve the Sardinium.

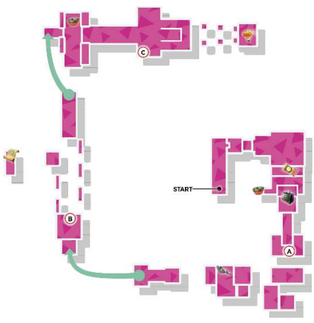
Sunken Scroll

After clearing the platform occupied by the Industrial Squee-G and Octobomber, ignore the launchpad and look for a recessed path on the right side. The small crate on the narrow ledge contains this lair's Sunken Scroll.



Splatoon 2

Area 02: Suction-Cup Lookout
08: Spinning Campground



Legend

Key Location	
Armor	
Jump Path	
Power Egg Can	
Sardinium	
Sunken Scroll	
Ticket	
Zapfish	

Lair Entrance

You must negotiate a pair of Dash Tracks to reach this lair. Look for a platform near the center with a vertical Dash Track. Ink the area just below the Dash Track and swim up the wall. As you make contact with the Dash Track, it launches you to the top of the platform. From there, use the next Dash Track to reach the lair.

Sheldon Request

Once again, Sheldon needs you to complete this lair using the Hero Shot. The Hero Shot is a solid choice for this level, offering a good balance of range, damage, and ink coverage. But don't forget to try other weapons once you've completed this lair.

Key Locations

A Inkfurler Fury

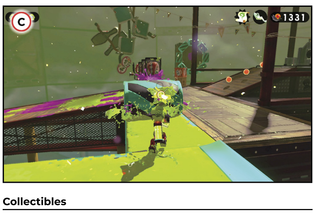
This path is blocked by three Shielded Octotroopers. Unfortunately for them, they've each established a defensive position in front of an Inkfurler. Drop down and ink an Inkfurler to cause it to roll out like a carpet in the direction of the Octotrooper. Each Inkfurler requires repeated hits to extend to its full potential, so keep moving forward and firing as the device unfurls. Once fully extended, the Inkfurler splats the Shielded Octotrooper. Repeat the same tactic to eliminate all three Octotroopers. As you continue through this lair, look for more opportunities to use Inkfurlers offensively.

B Rolling Advance

Here you must ink an array of six adjacent Inkfurlers to create a path to the second launchpad. Before attempting to cross, focus on eliminating the two Octotroopers on the perimeter. Use the nearest Inkfurler to reach and engage the Octotrooper on the right first, then advance toward the second Octotrooper, on the left. While you're standing on an Inkfurler, make sure it doesn't roll up. If necessary, apply more ink to keep the Inkfurler fully extended. Meanwhile, look ahead and ink the next Inkfurler in the sequence. Keep pushing forward, inking one Inkfurler at a time until you can make it across this large chasm.

C Inkfurler Flank

The path leading to the **Zapfish** is guarded by four Shielded Octotroopers—a frontal assault is not advisable. Instead, use the Inkfurler to the right to perform a flanking maneuver. Once you've reached the Octotroopers' flank, extend another Inkfurler in the direction of the four Octotroopers, splatting them one at a time. Keep applying ink while advancing along the Inkfurler to ensure all four Shielded Octotroopers are eliminated.



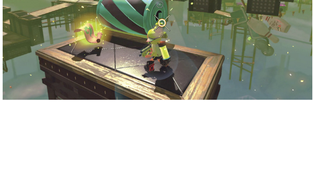
Collectibles

Sardinium

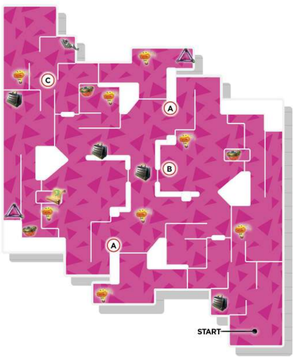
Before advancing to the first launchpad, drop down to this large grated platform. Splat the three crates in the corner to reveal this lair's Sardinium.

Sunken Scroll

While crossing the array of horizontal Inkfurlers, don't neglect this small platform to the left. The crate on this platform contains the lair's Sunken Scroll.



Area 02: Suction-Cup Lookout
09: Octoling Strike



Legend	
	Key Location
	Armor
	Power Egg Can
	Sardinium
	Splat Bomb Launcher
	Sunken Scroll
	Zapfish

Lair Entrance

This lair is located atop a tall tower on the area's periphery. Ink the sponge at the base of this raised Dash Track to move into position. If you haven't already, shoot the Balloon Fish attached to the side of the tower, coating the nearby wall in ink. Next, run across the Dash Track and launch yourself toward the tower. As you make contact with the tower, immediately swim up the inked wall to access the lair.

Sheldon Request

Sheldon has no specific request for completing this lair, so you're free to choose from the weapons you've unlocked. However, you're about to enter a battle against Octolings, which closely mimics a battle of Turf War on the Reef. The Hero Shot and Hero Duelies are best suited for this style of toe-to-toe combat, particularly if you're not quite comfortable with the Hero Roller or Hero Charger.

Key Locations

A High Ground

In this battle you must locate and free a total of eight Mini Zapfish scattered about the stage. As indicated by Marie, **eight Mini Zapfish have the power of one normal Zapfish**. Whenever possible, take the high ground to get a better view of the area. This makes it easier to spot the Mini Zapfish—look for the columns of yellow light. These walls, located on both sides of the symmetrical map, offer a good vantage point, allowing you to fire down on the Octolings below. However, the top of the wall can't be inked, so drop down into your own ink when it's time to replenish your Ink Tank.

B Armor Up!

There's a number of armor pickups on this map, including one beneath the central bridge—ink the ground beneath the bridge to reveal a hidden crate containing armor. During this fight, you're completely outnumbered by Octolings, which puts you at a serious disadvantage. Armor allows you to survive the Octoling onslaught, but don't get overconfident. If you find yourself taking heavy damage, especially if enemies are firing down on you, retreat immediately and seek a different approach to your objective.

C Bomb Launcher Assault

Operating near the enemy spawn point is extremely dangerous, as the Octolings have the height advantage. Still, you need to access this area if you wish to secure the nearby Mini Zapfish and Sardinium. Grab one of the Bomb Launcher specials and use it to saturate the area around the enemy spawn point, splatting any Octolings in the process. This also coats this hotly contested area with your ink, making it easier to swim around.

Collectibles

Sardinium

Reaching this Sardinium can be a bit dangerous, since it's located right next to the Octoling spawn point. Move into this area quickly and ink the ground in the corner next to the bicycle. This causes a hidden crate to appear, which contains the lair's Sardinium.

Sunken Scroll

This lair's Sunken Scroll is stashed in a hidden crate behind a Splash Wall. Destroy the Splash Wall, then ink the ground behind it to reveal the hidden crate.

Splatoon 2

Area 02: Suction-Cup Lookout

Boss Battle: The Octo Samurai

Boss Kettle Entrance

Area 02's Boss Kettle opens once you've collected a total of six Zapfish. The kettle is located in the center of the area. Before entering the kettle, consider traveling back to the Ammo Knights Enhancifier in Area 01. Now's a good time to upgrade your Ink Tank—you should have more than enough Power Eggs and Sardinium to afford the upgrade.

Sheldon Request

In this battle, Sheldon needs you to collect more research data on the Hero Roller. As you're now aware, the Hero Roller consumes a lot of ink. If you haven't acquired the Ink Tank upgrade, consider doing so before initiating the boss battle. Supplying the Hero Roller with a larger reservoir of ink makes this battle much easier. If you can afford it, Curling Bombs are another worthwhile upgrade.

Round 1

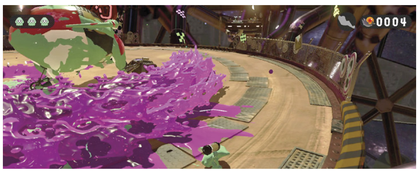
As you enter the arena, the Octo Samurai emerges from a pool of purple ink, armed with a massive roller. As the fight gets underway, start rolling ink toward the Octo Samurai, then circle around him as he initiates a series of downward thrusts with his roller. As long as you keep circling him, you should have no problem avoiding these attacks. Keep an eye on your Ink Tank, though, and be ready to swim if it starts running low. If you can get behind the Octo Samurai, stop momentarily and fling ink at his back to deal some damage.

Eventually the Octo Samurai gives up trying to splat you with his roller and backs away. His roller then transforms into an Octocycle. Be ready to dodge laterally as the Octo Samurai rides the Octocycle toward you, leaving behind a wide swath of purple ink. Once he passes you, rush in behind him and swing your Hero Roller to fling ink at his back. But don't get greedy—back away as soon as the Octo Samurai's Octocycle transforms back into a roller.

Dodge the next round of roller attacks and look for more opportunities to fling ink in the Octo Samurai's direction. The round completes once he's totally coated in your ink. Locate the exposed tentacle and fling ink at it until it explodes.

Round 2

In the second round, the Octo Samurai begins with an aggressive jump attack, performing a powerful downward swing with his roller. As soon as the round begins, start rolling ink laterally in an effort to dodge this fast attack. It takes a while for the Octo Samurai to recover following this attack, so use the opportunity to get behind him and fling ink.



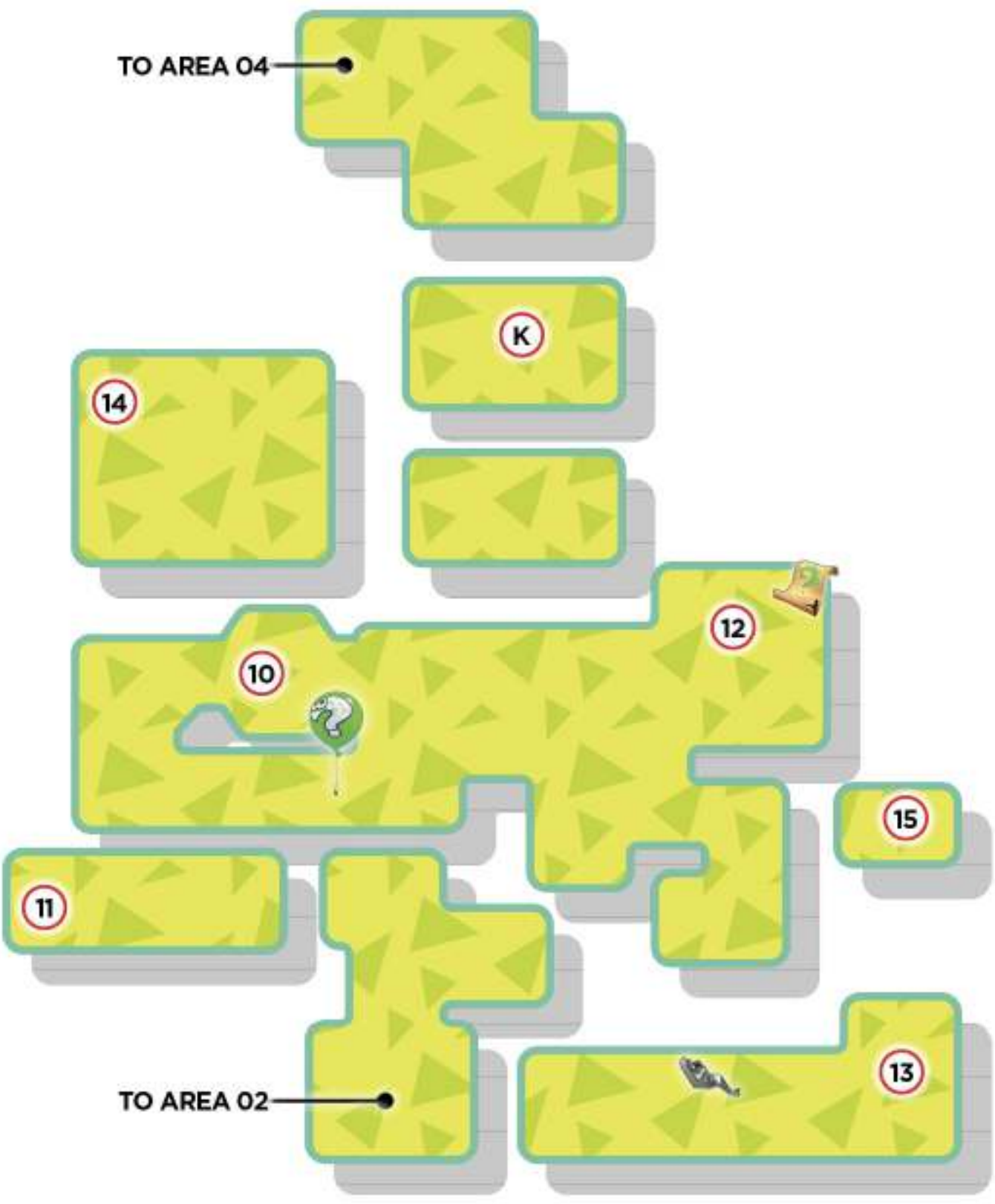
Area 03: Beaker's Depot

Introduction

Your decisive victory over the Octo Samurai has opened a path to Beaker's Depot, the third area in Octo Canyon. Both Marie and Sheldon are thrilled by your progress thus far, but the challenges are about to ramp up. As in Suction-Cup Lookout, you must track down a total of six Zapfish to unlock this area's Boss Kettle and initiate a showdown with the Neo Octostomp. Sheldon has two new weapons for you to try out in this area: the Hero Slosher and Hero Splatling.

Area 03: Beaker's Depot

Beaker's Depot Collectibles



Legend	
10	Octoseeker Shakedown
11	The Floating Garden
12	Octo-Resort Spring
13	Dancing Floors
14	Parking Garage
15	Octoling Assault
16	Boss Kettle
	Sunken Scroll Balloon
	Sunken Scroll
	Sardinium

Sardinium

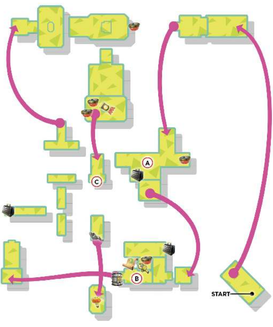
The crate containing this area's Sardinium is located on this tall pillar near Lair 13. Equip the Hero Charger and ride the nearby Propeller until you can see a Grapplink near this pillar. Shoot the Grapplink with the Hero Charger to access this platform. Next, ink the pillar near Lair 13 and swim to the top. From here you can hop across the pillars to retrieve the Sardinium.

Sunken Scroll

The blue Sunken Scroll balloon is located near the base of Lair 10. Equip the Hero Charger and shoot the first balloon. Follow the green arrows to a series of more balloons, including a few along a Ride Rail. Continue shooting balloons after the Ride Rail, following them to a Propeller near Lair 12. Drop off the back of the Propeller, following the green arrow to the final balloon hidden behind some crates on this ledge.

Splatoon 2

Area 03: Beaker's Depot
10: Octoseeker Shakedown



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

Before approaching this lair, deal with the Sprinklers nearby. A few well-placed Splat Bombs can destroy these annoying ink-spreading implements. Next, utilize the two moving platforms to reach the catwalk leading to the lair.

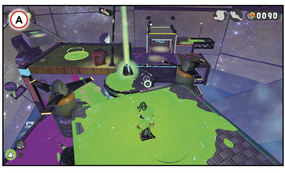
Sheldon Request

Sheldon has a new weapon for you to try out—the Hero Slosher! This is essentially a bucket filled with ink, great for ink coverage. It's also a formidable weapon at close range, dealing massive damage. You can fling ink over walls as well, hitting enemies hiding behind cover.

Key Locations

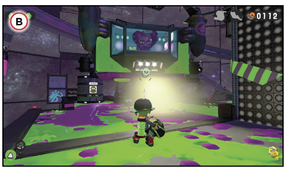
A Octoseeker Stowaway

This marks your first encounter with an Octoseeker. These helicopter-like vehicles can't be destroyed. But if you ink the side of one, you can swim up to the top and take a ride. Lure an Octoseeker to the ground first by getting caught in its spotlights. When the spotlights turn red, immediately swim out of the way to avoid getting stomped—this is your chance to ink the side of the vehicle and swim atop. Riding on Octoseekers is a great way to reach areas that are otherwise off-limits. Ride this Octoseeker to gather the nearby armor and Power Egg Cans stashed in crates on the pillars. Ink the top of the Octoseeker to facilitate high-speed squid jumps. Take care to avoid the Octoseeker's rotors. They don't inflict damage, but they may interrupt your jump, causing you to fall.



B Lock and Key

There's a flurry of activity on this platform, along with a vault requiring a key. Do your best to avoid getting spotted by the Octoseeker, particularly while you're dealing with the Octotroopers guarding the key. If you hide in your ink, the Octoseeker will continue its patrol. Once you've eliminated the Octotroopers, smash the crates in the alcove beneath the tower to retrieve the key, then return to the vault to unlock the launchpad. Before leaving this area, hitch a ride on the Octoseeker to grab a Power Egg Can on top of the tower. The Sunken Scroll is also located nearby, beneath the sponge area.



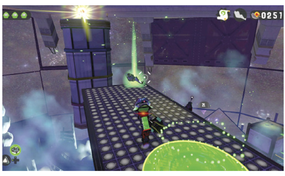
C Sponge Dash

Reaching the Zapfish requires you to cross a series of sponges while avoiding an Octoseeker patrolling above. Speed is the key to traversing this area. Use your Slosher and the nearby Balloon Fish to expand the sponges, then dash (or swim) across. Even if the Octoseeker spots you, you've got a few seconds before it comes crashing down, causing the sponges to shrink. Make your way to the launchpad on the distant platform to escape this area and acquire the **Zapfish**. Consider grabbing the Sardinium before accessing the launchpad.

Collectibles

Sardinium

Run past the launchpad leading to the Zapfish and destroy the two crates at the end of this short platform—the one on the right contains the level's Sardinium. Move quickly to avoid getting splatted by the Octoseeker hovering above.

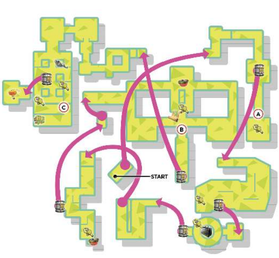


Sunken Scroll

Before leaving this platform with the vault and key, approach the area with the sponges and look down—there are three hidden sponges just below. Slosh ink onto these lower sponges and drop down onto them. Here you find a hidden platform holding two crates. Smash the crates to reveal the level's Sunken Scroll. Use the nearby launchpad to return to the platform above.

Area 03: Beeker's Depot

11: The Floating Garden



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Tenta Missiles
Vault
Zapfish

Lair Entrance

This lair is located on the platform directly to the left of the area's entrance. Reaching the platform requires that you perform a squid jump. Start by inking the ground in front of the gap. Next, swim through your ink and jump toward the platform. Stay in squid form until you clear the vertical grate, then immediately return to inking form before landing. Otherwise, you'll drop through the horizontal grate.

Sheldon Request

Sheldon has chosen the Hero Duakles for clearing this stage. These dual-wield pistols are great for rapidly spreading ink, but they lack the range of other weapons. Also, be careful when performing dodge rolls while firing, as you may inadvertently fall off a platform. Consider purchasing the Curling Bombs if you haven't already; they can come in handy on this stage.

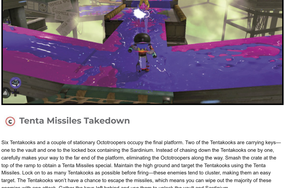
Key Locations

A Tentakook Pursuit

Upon arrival on this platform, you encounter a new enemy wearing a yellow hardhat. This is a Tentakook, and he's extremely fast. Fortunately, the Tentakook isn't very aggressive—he runs away as soon as you approach. However, he drops Splat Bombs as he attempts to escape, so watch out! Continue chasing the Tentakook across this platform until he's cornered at the far end. At this point, keep your distance and toss Splat Bombs or Curling Bombs toward him. If the bombs aren't effective, swim to close range and take him out with the Hero Duakles. Keep a watch for incoming Splat Bombs when attacking up close. The Tentakook drops a key to the nearby vault, allowing you to access the platform's launchpad.

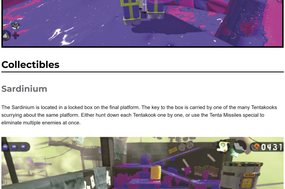
B Tentakook Round-Up

This large platform is occupied by a lone Tentakook—he's carrying the key necessary to unlock the next launchpad. The layout of the platform gives the Tentakook plenty of opportunities to evade your advances. If you have Curling Bombs, use them to ink the narrow paths and swim after him. But even swimming doesn't get you close enough to attack the evasive Tentakook. Instead, cut off the Tentakook's path of escape. Chase him toward the vault, with the aim of making him commit to that path. The vault is situated on a dead end, leaving no means of escape. Close in on the Tentakook and attack aggressively to claim his key.



C Tenta Missiles Takedown

Six Tentakooks and a couple of stationary Octotroopers occupy the final platform. Two of the Tentakooks are carrying keys—one to the vault and one to the locked box containing the Sardinium. Instead of chasing down the Tentakooks one by one, carefully makes your way to the far end of the platform, eliminating the Octotroopers along the way. Smash the crate at the top of the ramp to obtain a Tenta Missiles special. Maintain the high ground and target the Tentakooks using the Tenta Missiles. Lock on to as many Tentakooks as possible before firing—these enemies tend to cluster, making them an easy target. The Tentakooks won't have a chance to escape the missiles, which means you can wipe out the majority of these enemies with one attack. Gather the keys left behind and use them to unlock the vault and Sardinium.



Collectibles

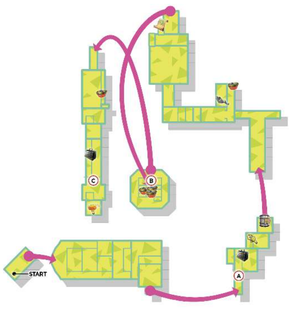
Sardinium

The Sardinium is located in a locked box on the final platform. The key to the box is carried by one of the many Tentakooks scurrying about the same platform. Either hunt down each Tentakook one by one, or use the Tenta Missiles special to eliminate multiple enemies at once.

Sunken Scroll

Drop through the cargo net, opposite the vault, to land on this hidden platform occupied by a single Tentakook—he's carrying the Sunken Scroll. There isn't much room where the Tentakook can hide, so immediately open fire before he unleashes multiple Splat Bombs. Once the Tentakook has been eliminated, gather the Sunken Scroll and use the launchpad to return to the platform above.

Area 03: Beaker's Depot
12: Octo-Resort Spring



Legend

Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Vault
Zapfish

Lair Entrance

Lair 12 is situated atop a tall tower. Use the Propeller to reach the platform near Lair 15. From there, access the Ride Rail and ride it toward Lair 12. This Ride Rail alone doesn't get you to the lair—jump from the left Ride Rail to the one on the right. As you approach the vertical grate, enter squid form to prevent getting knocked off the Ride Rail.

Sheldon Request

The Hero Shot is Sheldon's weapon of choice for clearing this lair. While the Hero Shot doesn't excel in any one category, it's a solid, well-rounded weapon with a decent rate of fire and damage output. Given all the Bounce Pads on this stage, it will serve you well, allowing you to spread ink over wide areas while bouncing around.

Key Locations

A Bounce Pad Advance

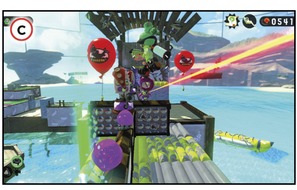
The Bounce Pads featured in this stage allow you to reach extreme heights while jumping. Simply hold down **B** while crossing a Bounce Pad to automatically bounce upward. On this platform, you must evade a couple of moving walls crossing over the Bounce Pads. Keep bouncing forward to avoid getting pushed off by the moving walls. As long as you bounce, you can jump over the walls. Gather the armor atop the first wall and a key atop the second wall—the key unlocks the nearby vault. There's also a Splat Switch on the right side of the second moving wall—hitting this switch causes three orange balloons to appear, each containing five Power Eggs.

B Tower Descent

Utilize the Bounce Pads to descend to the bottom of this exceptionally tall tower. Along the way, try to pass through squid rings while collecting Power Eggs and Power Egg Cans. Once you've reached the bottom of the tower, there's no way to return to the top, so you only have one shot at collecting these items. There are three Power Egg Cans available during this descent. The first is easily obtained by jumping through the first set of squid rings. However, the second Power Egg Can is on a moving Bounce Pad—time your descent carefully before making the jump. The third Power Egg Can is on another moving Bounce Pad. Look down and line up your Inkling with the Power Egg Can before making the jump.

C Octosniper Rush

The final path to the **Zapfish** is guarded by a couple of Octotroopers and one Octosniper. The Octosniper is extremely deadly, capable of splatting you with one hit. In this case, speed and erratic movements give you the best chance for survival. Step out onto the Bounce Pad and begin bouncing forward, directly toward the Octosniper—ignore the Octotroopers for now. The Octosniper is incapable of tracking your bouncing movements, which causes his shots to miss. Keep bouncing forward until the Octosniper is within range of your Hero Shot; it only takes a modest burst from this weapon to splat the Octosniper. With the Octosniper down, eliminate the Octotroopers and collect the armor atop the moving wall before capturing the Zapfish.



Collectibles

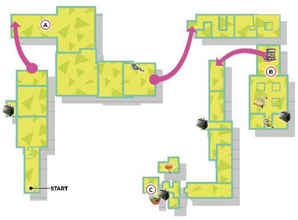
Sardinium

The Sardinium is stashed in a crate on this platform, near the first Flooder. You must sneak past the Flooder and ink the side of the platform before swimming to the top. Move quickly, as the Flooder is likely to respond to your intrusion.

Sunken Scroll

Like the Sardinium, retrieving the Sunken Scroll requires you to evade a Flooder. The Sunken Scroll is located in a crate atop a tall platform near the launchpad. Sneak past the second Flooder and swim to the top of this wall. From here you can ink the wooden planks leading up to the Sunken Scroll's platform. Next, hop on top of the Flooder and ride it toward the inked wooden planks. Finally, swim up the planks to retrieve the Sunken Scroll.

Area 03: Beaker's Depot
13: Dancing Floors



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Vault
Zapfish

Lair Entrance

This lair is located to the right of the area's entrance, requiring you to board the nearby Propeller. Equip the Hero Charger and step onto the lift, but be mindful that it doesn't take you all the way to the lair. While riding the lift, turn to the right and locate a Grappleik—shoot it with your Hero Charger to reach the adjoining platform. From here you can access Lair 13, as well as the area's Sardinium, which is stashed in a crate on one of the high pillars.

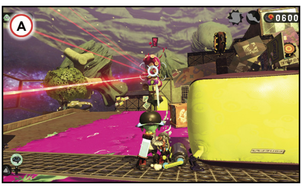
Sheldon Request

Before you tackle this lair, Sheldon delivers a new weapon—the Hero Splatling! This functions much like the Hero Charger—hold down **ZR** to charge the weapon. When you release **ZR**, the weapon spits out an automatic burst of ink. The weapon has impressive range and a high rate of fire, but since it consumes a large amount of ink, keep an eye on your Ink Tank. Curling Bombs are also useful in this stage, particularly when evading Flooders.

Key Locations

A Octosniper Ambush

An Octosniper guards this platform. Though your Hero Splatling has great range, it comes up short against the range of an Octosniper, so you need to get closer. Ink a path toward one of the yellow barriers and swim through your ink before the Octosniper can respond. While hiding behind the yellow barrier, charge your Hero Splatling by holding down **ZR**. Once the weapon is fully charged, sidestep and peek around the yellow barrier until you can get a clear shot at the Octosniper. Unleash a barrage of ink at the target before the Octosniper has a chance to act. A second Octosniper is positioned nearby. Use the same tactics to deal with this threat.



B Flooder Ride

The key for the nearby vault is located on the far side of this platform, patrolled by two Flooders. Look up to spot a Grappliink near the area's entrance. Lure a Flooder toward the Grapplink by spreading ink. Once a Flooder is directly beneath the Grapplink, shoot it to pull yourself up on top of the Flooder. Ride the Flooder toward the key—this is also a good opportunity to grab the Sunken Scroll on the nearby tower. You need to drop off the Flooder to secure the key. As soon as you grab it, immediately turn back toward the vault, using a Curling Bomb to ink a straight path through the Flooder ink. If necessary, drop off the sides near the key's position to allow the Flooders to reset, before making your journey back to the vault.

C Zapfish Ascent

Reaching the **Zapfish** requires you to ride atop the final two Flooders. Start by boarding the shortest Flooder from the platform indicated on the map. While riding the short Flooder, shoot a nearby Grapplink to reach a floating platform. This platform allows you to board the tallest Flooder. Watch out for the Octocopter appearing near the Zapfish. Eliminate the Octocopter, then set your sights on the next Grapplink, located near the Zapfish. Wait until the tall Flooder moves within range of the Grapplink, then spread ink on the platform below to send the Flooder moving in the direction of the Grapplink.

Collectibles

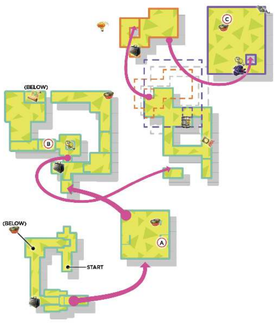
Sardinium

This stage's Sardinium is located in a crate on a raised platform near the second launchpad. You must ink and negotiate a series of moving platforms to reach this area. Start by hitting the Ink Switch below to fully extend the moving platforms. Don't expect to reach the Sardinium on your first attempt. Instead, focus on inking a path to the Sardinium, including the wall of the platform on which the collectible resides. Inking a path across the moving platforms is important because you have to swim the entire way, before eventually jumping over to this inked wall.

Sunken Scroll

The Sunken Scroll is located on this tall tower above the area patrolled by two Flooders. Shoot the Grapplink near the area's entrance to reach the top of a Flooder, and ride it toward this tower. Ink the wall of the tower, then squid-jump onto the wall and swim up to retrieve the Sunken Scroll, stashed in a small crate.

Area 03: Beaker's Depot
14: Parking Garage



Legend
Key Location
Armor
Ink Storm
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

Lair 14 is situated on an isolated tower accessible by a Grappleink. Approach from the direction of Lair 10—this puts you within range of the Grappleink. Once you've landed on the tower, it's only a few steps up a series of ramps to reach the lair's entrance.

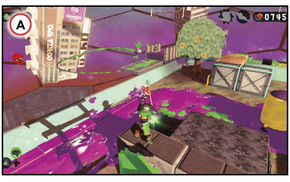
Sheldon Request

For this stage, Sheldon needs to collect more field data on the Hero Charger. This long-range weapon is well-suited for this level, allowing you to make distant shots ideal for splatting enemies and inking narrow paths suitable for swimming.

Key Locations

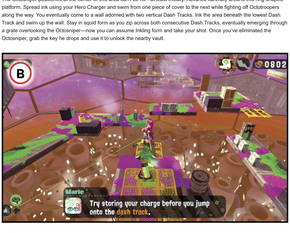
A Octoling Ambush

As soon as you arrive on this platform, you come under attack by an Octoling. Your Hero Charger puts you at a serious disadvantage during this duel, so avoid a toe-to-toe exchange. Instead, seek out high ground by swimming up one of the nearby walls. The wall holding a crate (containing a Power Egg Can) is the highest accessible point on this platform. However, don't waste too much time running away. Once you have a slight height advantage and a clear line of sight, open fire on the Octoling, splatting this foe with a fully charged shot.



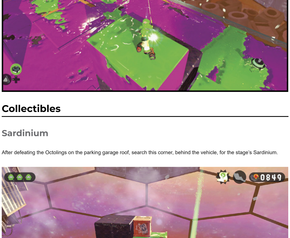
B Octosniper Surprise

The Octosniper positioned at the center of this area can't be hit—at least initially. Advance carefully around this ring-shaped platform. Spread ink using your Hero Charger and swim from one piece of cover to the next while fighting off Octotroopers along the way. You eventually come to a wall adorned with two vertical Dash Tracks. Ink the area beneath the lowest Dash Track and swim up the wall. Stay in squid form as you zip across both consecutive Dash Tracks, eventually emerging through a grate overlooking the Octosniper—now you can assume Inkling form and take your shot. Once you've eliminated the Octosniper, grab the key he drops and use it to unlock the nearby vault.



C Parking Garage Showdown

Work your way to the roof of the parking garage by activating a series of Splat Switches. But be ready to move to high ground once you reach the roof. Here you come under attack by a pair of Octolings. Grab the Ink Storm special near the entry hatch, then immediately swim to the top of this raised platform. The Octolings have a tough time hitting you here, but you can easily splat them with your Hero Charger and bombs. Consider unleashing the Ink Storm special to coat the parking garage in friendly ink. While Ink Storm doesn't splat the Octolings, it restricts their movement, making them easier to target with the Hero Charger. Eliminating the Octolings causes a key to appear, allowing you to unlock the Ride Rail leading to the **Zapfish**.



Collectibles

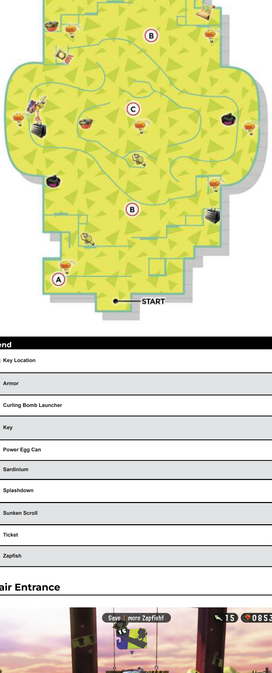
Sardinium

After defeating the Octolings on the parking garage roof, search this corner, behind the vehicle, for the stage's Sardinium.

Sunken Scroll

During your advance around the Octosniper, look for this hidden platform directly beneath the checkpoint—the stage's Sunken Scroll is waiting here.

Area 03: Beaker's Depot
15: Octoling Assault



Legend
Key Location
Armor
Curling Bomb Launcher
Key
Power Egg Can
Sardinium
Splashdown
Sunken Scroll
Ticket
Zapfish

Lair Entrance

This lair is situated on an isolated platform between Lairs 12 and 13. Use the nearby Propeller to reach the middle tower platform, then squid-jump across to the lair. Initially there's a Sprinkler attached to the sign above this lair. Be sure to take it out to avoid taking damage.

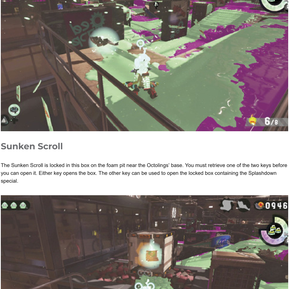
Sheldon Request

You're about to enter an Octoling battle on a variant of the Humpback Pump Track map. Sheldon has no weapon preference, but consider opting for the Hero Shot or Hero Duelies. Both weapons are versatile performers during Ink Battles.

Key Locations

A Toxic Mist

During this battle, you must free a total of eight **Mini Zapfish**. The Octolings you face have reinforced their defenses with canisters of Toxic Mist. When you approach, these devices emit a spherical cloud of mist that quickly depletes your ink. Fortunately, you can eliminate these canisters by shooting them. Toxic Mist canisters are usually located near the Mini Zapfish, so approach each Mini Zapfish with caution, coating the surrounding area with ink in an effort to trigger or destroy these canisters.



B Rolonium Bundles

There are two Rolonium bundles on this map, situated on each side of the center hill. Ink these bundles to send them rolling toward distant Octolings. This is a surprisingly effective (and satisfying) way to splat your foes. Each bundle is replenished shortly after each deployment, giving you an unlimited supply of these crafty weapons. If you find yourself being pursued, return to one of these locations and use a bundle to turn the tables on your attacker. The bundles also serve as a quick way to spread ink along the outer tracks.

C King of the Hill

As in Ink Battles, the hill in the center of the stage is worth occupying. While it isn't the highest point on the map, its central location makes it a great fallback point if you find yourself overwhelmed. Initially, there's a Mini Zapfish and some Toxic Mist canisters on this hill. But once you've cleared the hill, use it to rain down fire and bombs on the Octolings. Grab the nearby Curling Bomb Launcher specials and use them to send a barrage of Curling Bombs after your enemies. Or acquire the Splashdown special (requires a key) and launch a powerful overhead attack on nearby Octolings.

Collectibles

Sardinium

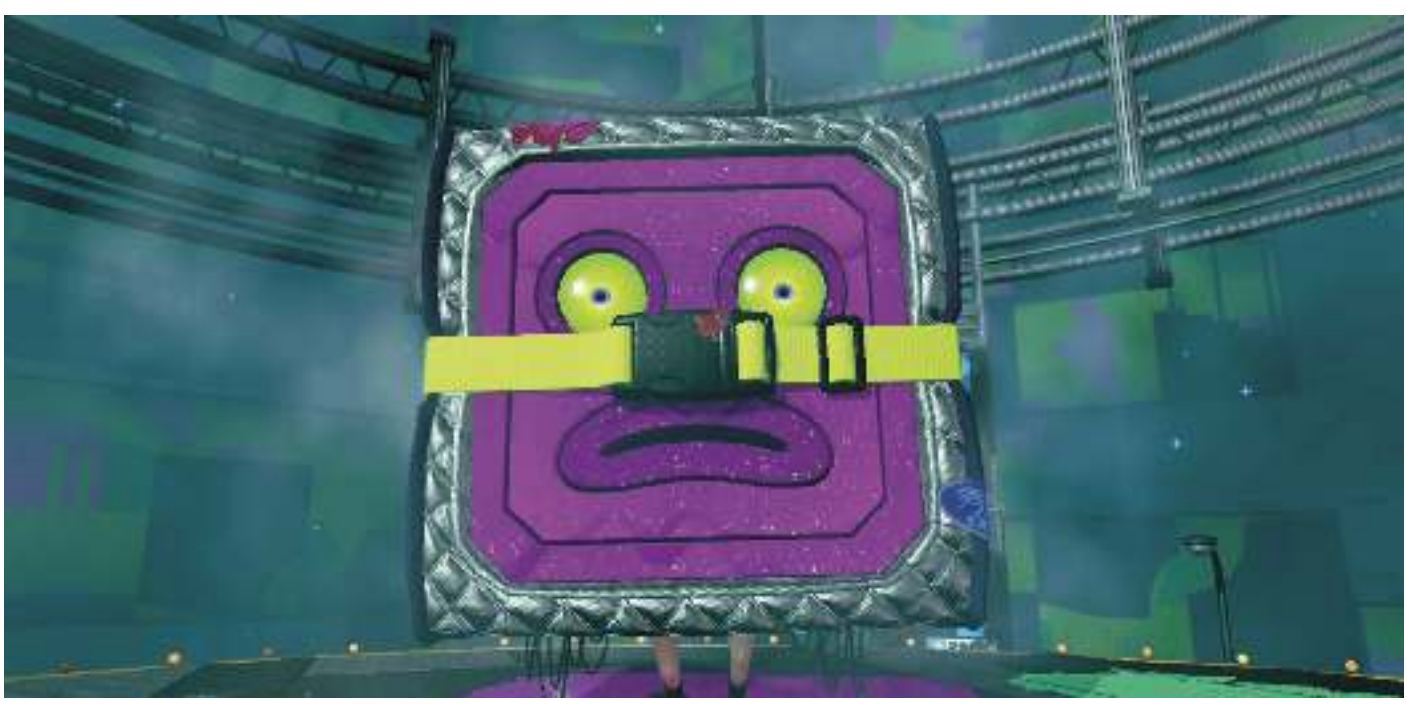
Look for the stage's Sardinium in this corner near the Octolings' base—there's a Toxic Mist trap nearby, so tread carefully. The Sardinium is stored in a reinforced crate, requiring multiple hits. Make sure no Octolings sneak up behind you while you're petting this crate with ink.

Sunken Scroll

The Sunken Scroll is locked in this box on the foam pit near the Octolings' base. You must retrieve one of the two keys before you can open it. Either key opens the box. The other key can be used to open the locked box containing the Splashdown special.

Area 03: Beaker's Depot

Boss Battle: The Neo Octostomp



Boss Kettle Entrance

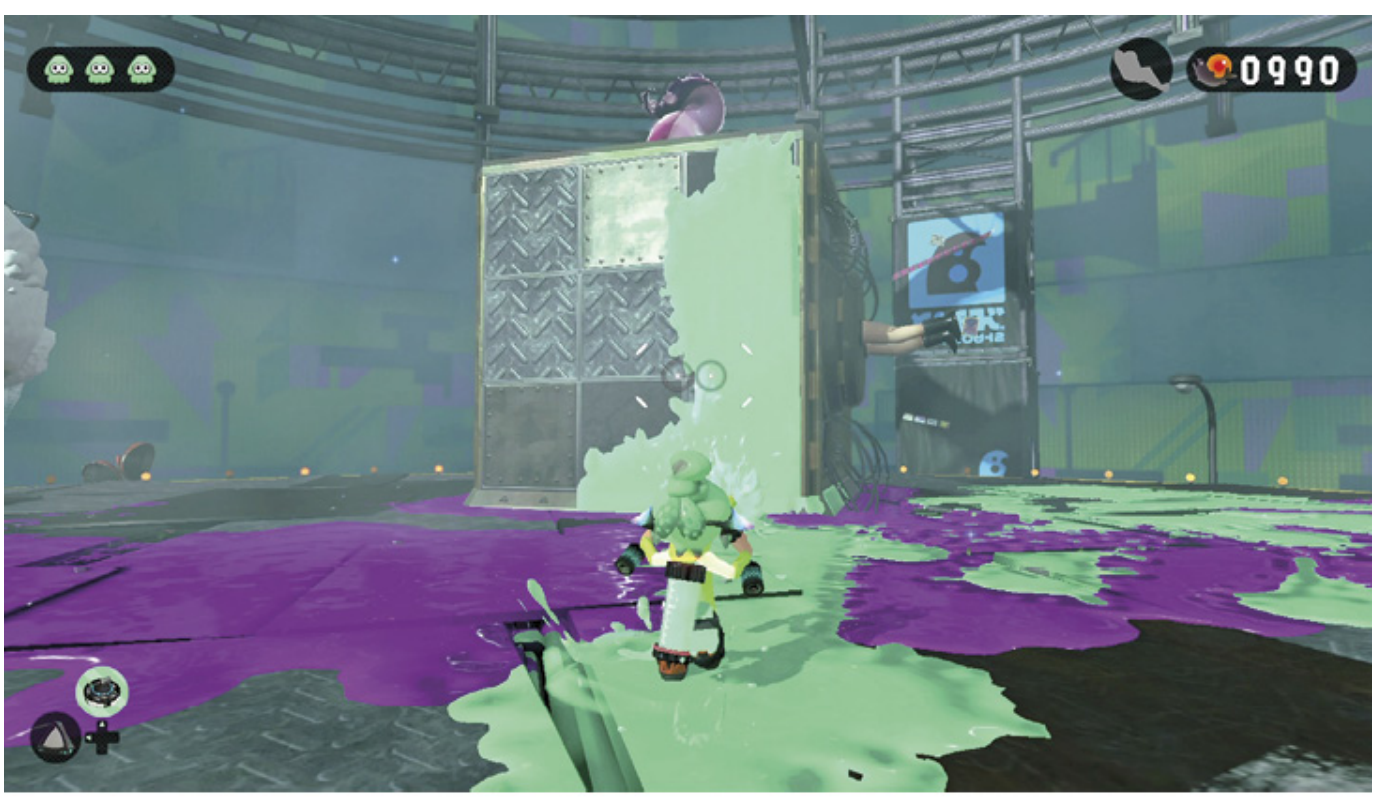
Once you've collected all six Zapfish, the area's Boss Kettle opens. Use your Hero Charger to hit the Grapplink and reach the kettle's neighboring platform. From there you can activate a Ride Rail circling the Boss Kettle platform. While riding the Ride Rail, shoot one of the two Grapplinks above the Boss Kettle to gain access.

Sheldon Request

Sheldon wants you to collect more field data on the Hero Dualies during this boss battle. While these pistols benefit from a blistering rate of fire, they have rather limited range, requiring you to get close to score hits on this boss. Don't forget to use the weapon's unique dodge roll capability, highly recommended for this fight. Be ready to use Curling Bombs to spread ink over greater distances. These bombs create narrow ink paths you can swim through to evade the boss's attacks. Seriously, if you don't own these bombs yet, get them now.

Round 1

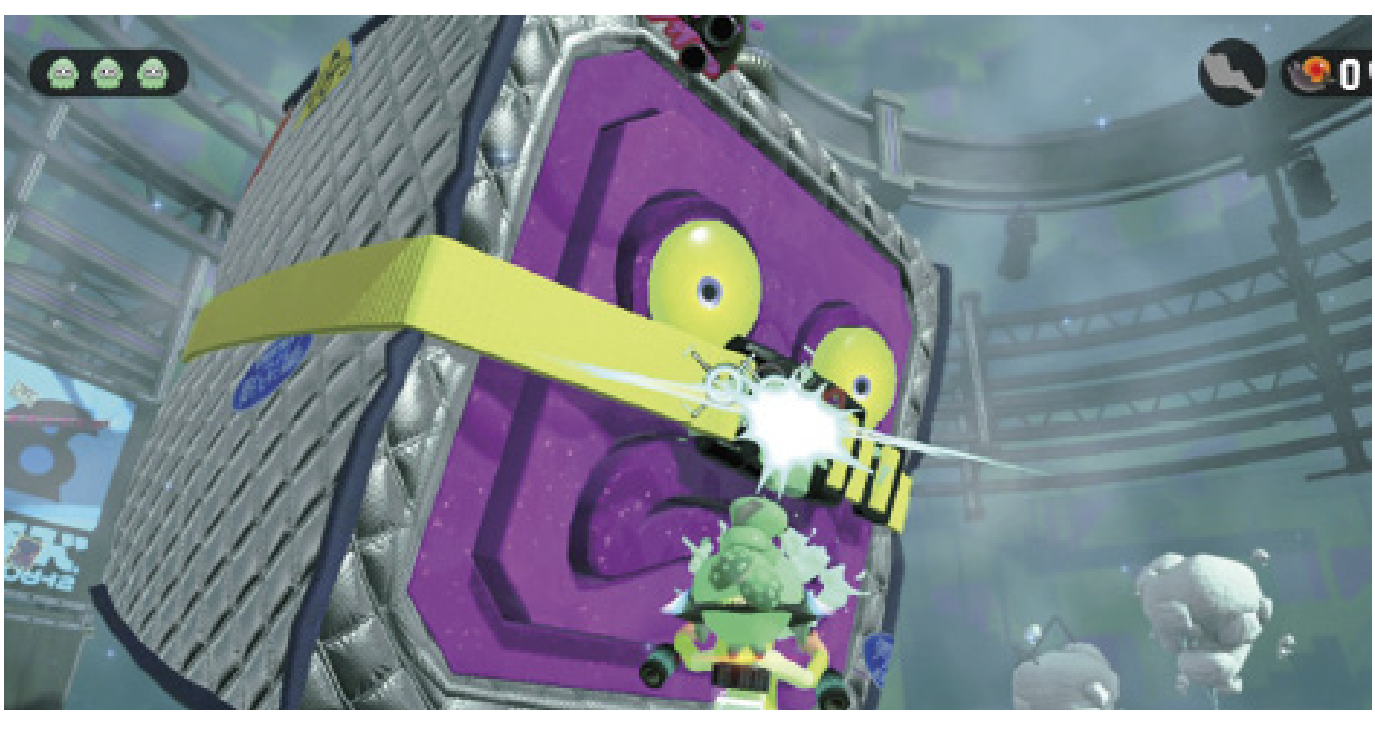
Following his defeat in Octo Valley, the once-mighty Octostomp has returned. This new and improved variant of the familiar boss wastes no time, rushing toward you at high speed. Move laterally to avoid getting run over. Consider tossing a Curling Bomb to the side and swimming along its ink trail to evade this opening attack.



The Octostomp lands face-first on the arena floor following his initial charging attack, exposing a tentacle on his back. Immediately ink the side of the Octostomp and swim to the top. Shoot the tentacle on the Octostomp's back repeatedly until it explodes, ushering in Round 2.

Round 2

At the start of the second round, the Octostomp assumes a new persona—the Neo Octostomp. This is more than a simple name change; it also marks a change in tactics and capabilities. The boss is now fitted with a new ink-resistant coat that prevents you from inking his sides. But instead of admiring his new coat, get ready to move. The Neo Octostomp is also equipped with a massive head-mounted cannon capable of rapid fire. Use your Curling Bombs to create an ink trail, and swim forward to prevent getting hit by the Octostomp's cannon. The Hero Dualies dodge roll is also effective.



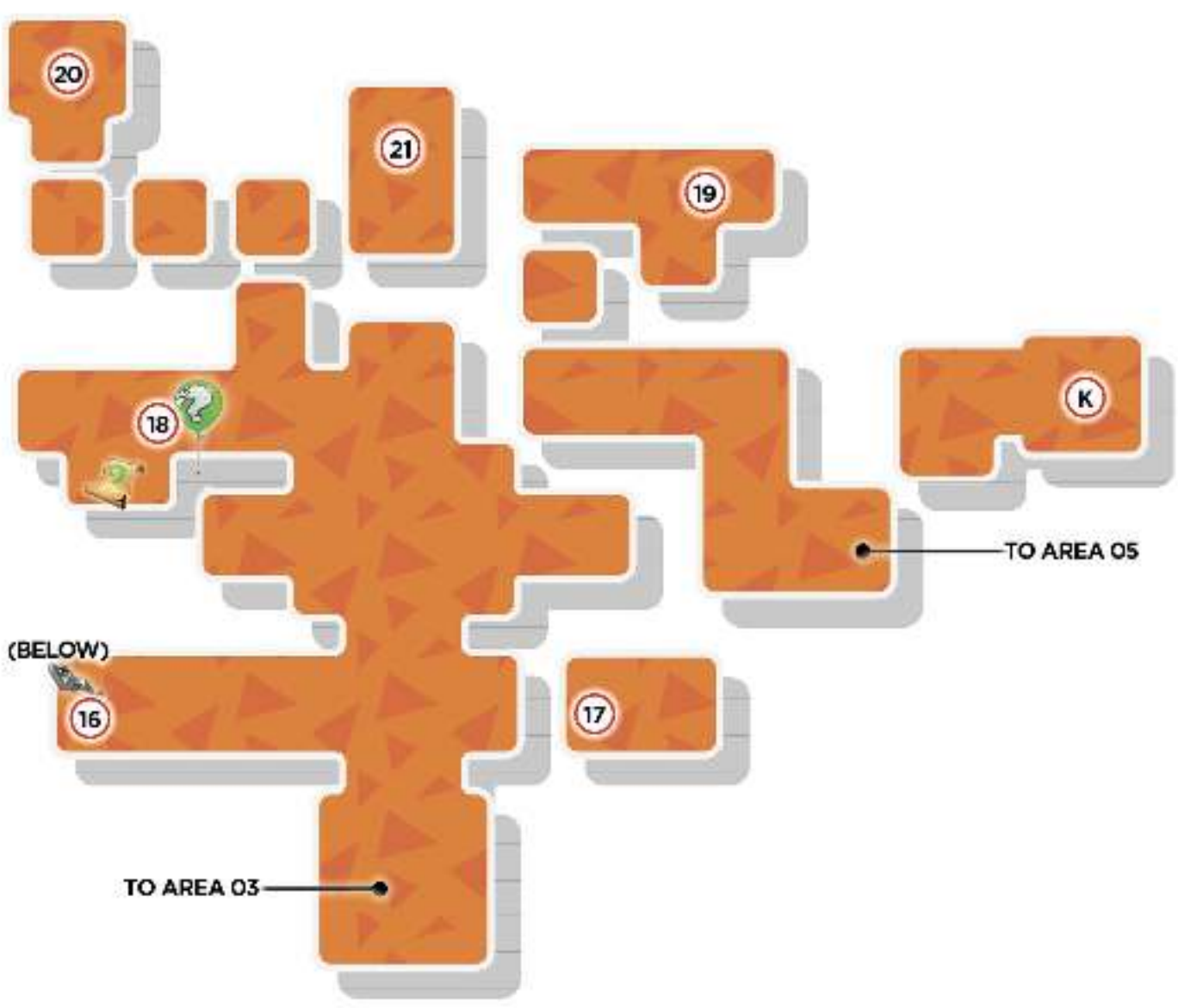
Area 04: Slimeskin Garrison

Overview

Slimeskin Garrison marks your fourth stop in Octo Canyon. Thanks to Marie's openness, your mission is now a bit clearer. In addition to tracking down the Great Zapfish, you also need to find out what happened to Callie. Like the previous two areas, you must retrieve a total of six Zapfish to gain access to the Boss Kettle, setting the stage for a showdown with the deadly Octo Shower. While you battle through this area, Sheldon gives you access to two new weapons—the Hero Blaster and Hero Brella.

Area 04: Slimeskin Garrison

Slimeskin Garrison Collectibles



Legend

16	Secret Bowling Alley
17	Octocommander Fortress
18	Towering Heights
19	The Experimentorium
20	Properllerland
21	Octolings Ahoy
K	Boss Kettle
	Sunken Scroll Balloon (Start)
	Sunken Scroll
	Sardinium

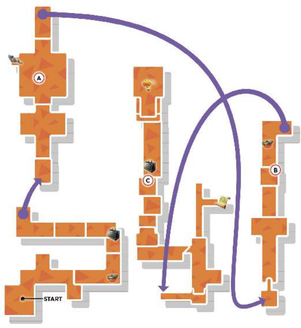
Sardinium

This area's Sardinium is stored in the orange crate directly beneath Lair 16. Traverse the Inkfurlers along the side of the platform to reach this concealed platform.

Sunken Scroll

Locate the green balloon beneath Lair 18 to start the chase for the area's Sunken Scroll. The Hero Shot is more than adequate for hunting down all of these balloons. After popping the first balloon, follow the green arrows to find the next balloons in the sequence. This requires you to negotiate a few Inkfurlers along the way—the third balloon can be popped by simply shooting the Inkfurler beneath it. The final balloon floats beneath the grate next to Lair 18. Step out onto the nearby Inkfurler and shoot the balloon to release the Sunken Scroll. Next, stay on the Inkfurler and ink the wooden wall beneath the grate. Squid-jump over to the wall and swim up to the grate to retrieve the Sunken Scroll.

Area 04: Slimeskin Garrison
16: Secret Bowling Alley



Legend

Key Location	
Armor	
Jump Path	
Power Egg Can	
Sardinium	
Sunken Scroll	
Zapfish	

Lair Entrance

This lair is a short trot from the area's entrance. Jump across the Bounce Pad and ink the vertical Inkfurler at the base of the tower. Swim up the Inkfurler while it's fully extended to reach the top of the tower and ink the invisible entrance to the lair.

Sheldon Request

The Hero Shot is Sheldon's preferred weapon for completing this stage—he still needs to collect some field data. While the Hero Shot is a well-rounded option, its range is a bit limited, particularly when it comes to spreading ink. Make sure you have the Curling Bombs on hand to quickly ink the level's long, narrow paths.

Key Locations

A Rolling Cover

The Octosniper guarding this platform can't see you as long as you stay behind the rolling Octoballers. Carefully advance across this platform, keeping at least one Octoballer between you and the Octosniper at all times. The surface of the platform can't be inked, so you have to walk the whole way. Advance behind the wooden crates, just to the left of the Octosniper, and toss a Splat Bomb in his direction. Before moving on, be sure to grab the nearby Sardinium.

B Curling Bomb Path

As you near this platform's launchpad, stay to the right of the ascending and descending platform and toss a Curling Bomb along the perimeter of the next ramp. The Curling Bomb creates a safe, narrow path left untouched by the incoming Octoballers. Swim along this straight path to avoid getting hit by the Octoballers. But be ready to deal with the Octotrooper patrolling near the launchpad.

C Gusher Takedown

When making the final push toward the **Zapfish**, activate this Gusher to serve as a makeshift shield. Any Octoballers that make contact with the Gusher are instantly destroyed. Stay directly behind the geyser of ink and wait for the latest Octoballers to come rolling down the adjacent ramp. Once the Octoballers are destroyed, swim up the Gusher and advance onto the next ramp. An array of three Gushers wait at the end of the final ramp—activate them all to serve as a barrier while you proceed upward to the Zapfish's platform.

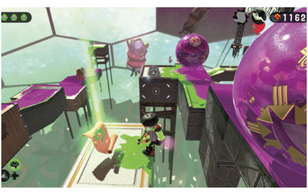
Collectibles

Sardinium

After eliminating the Octosniper, follow the nearby Octoballer toward the grated ledge. When it's clear, drop through the grate to land on this hidden platform to collect the stage's Sardinium. Ink the wooden wall beneath the grate to return to the upper platform—but watch out for incoming Octoballers on your way up.

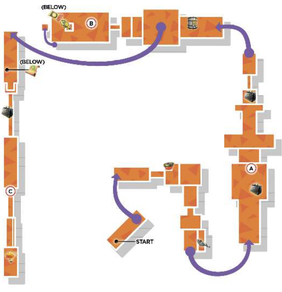
Sunken Scroll

Reaching this Sunken Scroll requires speed and perfect timing. Use the nearby cannon to ink the wall just beneath the narrow path where the massive Kingpin Octoballers drop. Next, swim up to the inked wall and parfway up, waiting for the next Kingpin Octoballer to pass. When the path is clear, swim up to the narrow path and toss a Curling Bomb straight ahead. Swim directly behind the Curling Bomb and squid-jump toward the small platform on the right to avoid getting splatted by the next Kingpin Octoballer. You can now retrieve the Sunken Scroll in the crate on this platform.



Area 04: Slimeskin Garrison

17: Octocommander Fortress



Legend
Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

This lair is located just to the right of the area's entrance. Jump across the Bounce Pads while inking the wall of the wooden tower on which the lair is situated. Bounce up to the inked wall and swim upward to access the lair.

Sheldon Request

Sheldon needs you to complete this stage while using the Hero Slosher. This weapon requires you to get close to your enemies before coating them in a thick layer of ink. Rely on Splat Bombs and Curling Bombs for longer-range attacks.

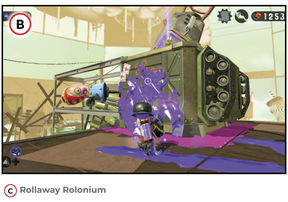
Key Locations

A Octocommander Splat!

This marks your first encounter with an Octocommander. This enemy type performs similarly to an Octosniper but is equipped with a powerful, rapid-firing cannon. After splatting the nearby Octotrooper with a Rolonium bundle, take cover behind the low wall in the center of the platform to avoid getting pelted by the Octocommander's enemy ink. Meanwhile, take note of the Rolonium bundle on the rotating platform directly in front of the Octocommander. Spread ink toward the rotating platform and swim forward slowly, using the rotating platform as partial concealment. When the Rolonium bundle is lined up with the Octocommander, fling ink onto the rotating platform to send the bundle crashing into this aggressive foe.

B Octostamp DX

An Octostamp DX holds the key to the nearby vault on this platform. This massive variant of the Octostamp performs a similar attack, face-planting in an attempt to splat you. Sidestep out of the way as the Octostamp DX face-plants, then ink his side and swim up to his back to retrieve the key. This maneuver is identical to the one you used on the Neo Octostamp. Be mindful of the Octotrooper positioned on the Octostamp DX's head. Splat this enemy with the Hero Slosher when the Octostamp DX face-plants. While you're here, consider taking a slight detour to retrieve the ticket beneath this platform—there's a hidden ledge at the far end.



C Rollaway Rolonium

The path to the **Zapfish** consists of multiple rotating platforms, the final of which is occupied by two Octocommanders. Due to their positions on the platform, one Octocommander has a clear view of your approach at all times. Before you can safely reach the Zapfish, you must eliminate at least one of them. Take note of the Rolonium bundle on the second-to-last platform. Wait until the bundle is lined up with one of the Octocommanders, then ink it with your Hero Slosher to send it flying toward your foe. Ambush the second Octocommander with your Hero Slosher as he comes into view, then make a beeline for the Zapfish.

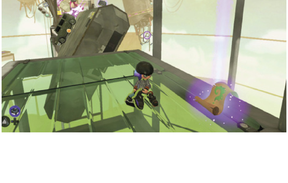
Collectibles

Sardinium

The Sardinium is located on a high ledge near the first Ride Rail. Ink the metal diamond plate wall of this platform while traversing the rotating platform—stand on the vehicle (once guarded by an Octotrooper) and aim up to completely coat the wall with your Hero Slosher. Once it's inked, swim up the wall to access this ledge and grab the Sardinium, stashed in a small orange crate.

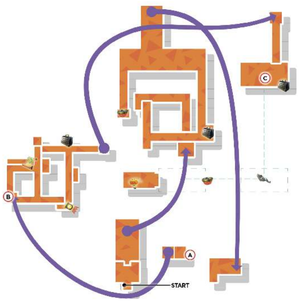
Sunken Scroll

Look beneath the final checkpoint's platform to locate this well-hidden Sunken Scroll, stored in a small orange crate. Be sure to grab it before traversing the final set of rotating platforms.



Splatoon 2

Area 04: Slimeskin Garrison
18: Towering Heights



Legend
Key Location
Armor
Jump Path
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Zapfish

Lair Entrance

Ink and traverse a pair of Inkfurlers to reach the tower housing this lair. Once across the Inkfurlers, ink the side of the tower and swim to the top to access the lair.

Sheldon Request

Sheldon still needs to collect a bit more field data on the Hero Charger. Hence, this is the weapon he's chosen for you during this stage. The Hero Charger is well-suited for this level, allowing you to make some critical long-range shots. It's also great for inking the stage's narrow paths.

Key Locations

A Tower Ascent

While riding this spiraling Ride Rail upward, take aim at the tower in the center to engage a series of three Twintacle Octotroopers. Each enemy is positioned within a protective alcove in the tower. Charge your Hero Charger and fire at each enemy as they come into view—splatting a Twintacle Octotrooper nets you three Power Eggs. Your weapon can fire through the yellow vertical grates, so don't hesitate to take the shot. At the top of the Ride Rail, jump through the squid ring to access the next launchpad atop the tower. If you miss this jump, you'll continue along the Ride Rail, heading downward to the starting position, which means a lengthy ride back to the top.

B Octosniper Countersnipe

This platform is occupied by three Octosnipers, each defending from a raised platform. You need to advance on each Octosniper before they're within range of your Hero Charger. Spread ink and swim from one piece of cover to the next. Don't attempt to attack while the Octosniper's targeting lasers are red. Instead, wait for them to turn green, which indicates a passive, searching mode. This allows you to step out of cover and fire a charged shot before the Octosniper can get off a shot of his own. For best results, wait until an Octosniper is looking away from your location before you attempt to take a shot.

C Running the Gauntlet

Reaching the **Zapfish** requires riding this moving platform equipped with three sponges. Ink the sponges before dropping onto the platform. As soon as you land, the platform begins moving and you come under attack by two Octosnipers. They're soon followed by Octotroopers and Twintacle Octotroopers, dropping down from balloons. Eliminate each pair of enemies as they appear to avoid getting overwhelmed. Next, watch out for the red targeting lasers of two Octosnipers. Hide behind the center sponge to avoid getting hit, while looking for opportunities to countersnipe using your Hero Charger. As you pass by the Octosnipers, there are also two Sprinklers spreading ink from above. Take out the Sprinklers quickly to prevent them from shrinking your sponges. When the platform finally stops, you can walk off and retrieve the Zapfish.

Collectibles

Sardinium

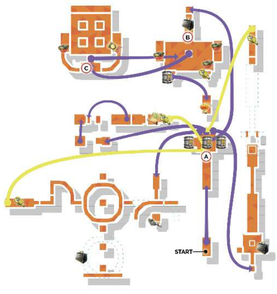
You only have a brief chance to retrieve this lair's Sardinium while riding the moving platform toward the Zapfish. Position yourself atop the center sponge as the platform begins a 90-degree turn. It's important to keep the sponge fully expanded and filled with ink. Otherwise you won't be able to reach the Sardinium floating above the platform. Do your best to eliminate all nearby enemies to prevent them from inking (and shrinking) the sponge. Stay on top of the sponge to retrieve the Power Egg Can farther down the moving platform's path.

Sunken Scroll

After clearing out the three Octosnipers, drop down to this grated platform. Here you find a small crate containing the lair's Sunken Scroll. While you're down here, take note of the large orange crate on a neighboring platform—it contains a ticket.

Splatoon 2

Area 04: Slimeskin Garrison
19: The Experimentorium



Legend

Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

Traverse an Inkfurler and jump across the two nearby Bounce Pads to reach this isolated platform. Bounce high on the adjacent Bounce Pad to clear the wall on the edge of the platform.

Sheldon Request

Sheldon delivers an all-new weapon before you tackle this lair—the Hero Blaster. This weapon fires an exploding ball of ink, ideal for splatting enemies behind cover, such as Shielded Octotroopers. Simply aim upward and let the explosion ball shower ink down on your foes. But this weapon has limited range, so rely on your Splat Bombs and Curling Bombs for distant engagements.

Key Locations

A Launchpad Hub

The initial platform features three vertical launchpads, guarded by a Shielded Octotrooper. Use your new Hero Blaster to splash ink above the Octotrooper's head, circumventing the shield, to splat him. Each launchpad leads to a different area of the station where you're tasked with retrieving a key. The keys unlock the boxes on this platform. Each box conceals a small Splat Switch. Activate all three Splat Switches to reveal a launchpad leading to the final platform.

B Octotrooper Hit-and-Run

Commandeer an Industrial Squee-G on this platform to run down a swarm of Octotroopers. Ink the top of the Industrial Squee-G and hide in your ink, occasionally popping out to fire your Hero Blaster or toss Curling Bombs. Spread ink in the direction you wish your Industrial Squee-G to travel and simply enjoy the ride as Octotroopers scurry about in a panic. Watch out for the Shielded Octotrooper on a tower in the center of the platform. As you pass by, arc Hero Blaster shots above the Shielded Octotrooper's head to deal splash damage. Once the platform is clear, gather the key—this causes more Octotroopers to appear. Hop back onto an Industrial Squee-G and run them down. The key can be used to unlock the vault, but don't use the launchpad within the vault just yet...

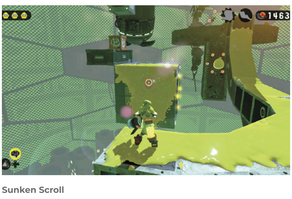
C Secret Platform

The platform with the Industrial Squee-Ga hides a secret launchpad atop the central tower, once occupied by a Shielded Octotrooper. Use this launchpad to access a hidden platform containing five Flooders. Ink a path and squid-jump across the central pillars while working your way to the far side of the platform. Here you can swim up a wall that allows you to jump onto one of the Flooders. Ride around on the Flooder and gather Power Eggs, including those stashed in crates. There's even a toilet on the high platform to the right of the platform's entrance. Accessing this area is purely optional, but it's definitely worth the time and effort.

Collectibles

Sardinium

The Sardinium is located on a narrow platform behind a Splat Switch cube. After hitting the Splat Switch for the first time, move along the newly rotated, narrow platform to the left. From this angle you can hit another Splat Switch on the same cube, causing it to rotate. Ink the side of the cube and squid-jump onto the side while swimming up. Once atop the cube, you can access the platform holding the Sardinium, stored in a small orange crate.

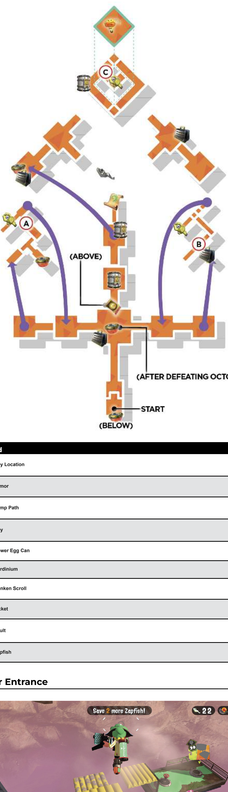


Sunken Scroll

Initially, the Sunken Scroll sits atop a high platform, just out of reach. You can cause it to drop by hitting a hidden Splat Switch. Start atop this wall, aiming toward a distant Grapplink. Shoot the Grapplink to launch yourself forward. As you fall, fire again to hit a second Grapplink, followed by a third and fourth. After striking the fourth Grapplink, turn to the left to hit a Splat Switch, which causes the Sunken Scroll to drop to a platform near this area's return launchpad. If you miss the Splat Switch, you can use the nearby launchpad to return to the top of the wall where you started the sequence. You'll eventually need to hit five consecutive Grapplinks to escape this area and retrieve the Sunken Scroll.

Splatoon 2

Area 54: Stimsakin Garrison
20: Propellerland



Legend

Key Location
Armor
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

Hop across a series of Bounce Pads to reach this distant platform. Hold down **B** to bounce from one Bounce Pad to the next until you reach the lair. Once it's time to exit the lair, use the nearby Gusher to return to the nearest Bounce Pad and work your way back to the central area.

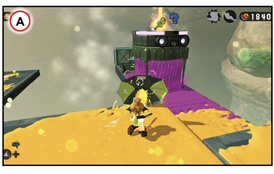
Sheldon Request

At the start of this stage, Sheldon delivers the Hero Brella, a new and unique weapon capable of blocking incoming fire. Hold down **ZR** to extend the umbrella-like feature and use it as a shield. Continue holding down **ZR** to launch the umbrella portion forward, leaving a trail of ink behind it, similar to a Curling Bomb. Tap **ZR** to fire a short-range blast of ink, perfect for splatting nearby foes.

Key Locations

(A) Flooder Key Retrieval

This key rests atop a Flooder. Fortunately, the Flooder is patrolling a Propeller. Hold this position and take aim at the propeller using the Hero Brella or a Curling Bomb. Hitting the propeller causes the lift to go down, along with the Flooder. Hop on top of the Flooder to retrieve the key, then use the new launchpad to return to the starting area, landing atop an inactive Flooder. Watch out for a few Octopods upon your return to this area. The key can be used to unlock one of the two central vaults.



(B) Invisible Avenues Revisited

The path leading to the second key is completely invisible. Upon accessing this area, immediately begin spreading ink to find the edges of this narrow walkway. The Hero Brella and Curling Bombs are ideal for inking these invisible paths, but don't neglect the two Octoscykers hovering nearby. Deploy the Hero Brella's shield to avoid taking damage until you're close enough to splat these pesky foes. Methodically work your way toward the key, continually defining the path with ink. Once you've grabbed the key, use the new launchpad to return to the starting area. Watch out for descending Octopods upon your return.

(C) Propeller Management

Clearing the Octoexpers from this platform causes a key to appear. Use the key to unlock the vault containing a propeller. Shooting the propeller causes the whole platform to rise. The **Zapfish** is located on the platform just above this position. To reach it, you must operate two Propellers simultaneously. This is a bit tricky, given the Hero Brella's limited range. Start by standing beneath the Zapfish's platform, and look up to spot a propeller—shoot it to cause the Zapfish's platform to descend. Immediately move toward the propeller you unlocked and shoot it, causing the platform to rise. Before the platforms reset, jump onto the Zapfish platform to complete this stage.

Collectibles

Sardinium

You must simultaneously move this Propeller platform and activate a Gusher to retrieve the stage's Sardinium. Once the platform is clear of enemies, stand near the Gusher and take aim at the distant propeller, hitting it with the Hero Brella or a Curling Bomb. This causes the platform to move beneath the Sardinium. Immediately activate the Gusher and ride atop the geyser of ink as the Propeller returns to its starting point, putting you within reach of the Sardinium. Keep riding atop the Gusher to pass through three squid rings as the Propeller returns.

Sunken Scroll

After accessing the platform with the second vault, turn around and shoot the Propeller. As the lift rises, look for a small Splat Switch on the edge. Shooting this Splat Switch causes a narrow walkway to appear, beyond the second vault. Step out onto this narrow walkway to grab the Sunken Scroll.

Area 04: Slimeskin Garrison
21: Octolings Ahoy!

Legend
Key Location
Armor
Power Egg Can
Sardinium
Sting Ray
Sunken Scroll
Zapfish

Lair Entrance

This lair is on a raised platform, requiring the traversal of an Inkfurler. Shoot the Inkfurler with your selected weapon to extend it toward the platform, then cross before it rolls back up—keep applying ink as necessary while crossing the Inkfurler.

Sheldon Request

Before entering this lair, select your weapon of choice for another Octoling battle, this time set on a variant of Moray Towers. As in previous battles of this type, Sheldon has no data for you to collect, so weapon choice is entirely up to you. The Hero Shot and Hero Duelies are excellent selections for Ink Battles. Given the presence of Octosnipers on this stage, the Hero Charger is a solid option as well.

Key Locations

(A) Ride Rail Crossing

The low, center section of the stage is watched by two Octosnipers. Don't even think about entering this area until both Octosnipers have been splatted. The Ride Rails crossing above the map are the quickest way to dispatch these dangerous foes. While riding the Ride Rails, fire down on the Octosnipers below—each Ride Rail passes directly above each Octosniper position, making it easy to rain down ink. Make frequent use of these Ride Rails, as they offer a quick way to cross the map—plus they're a great means of escape if you find yourself overwhelmed by Octolings.

(B) Ink Cannon Coverage

The Ink Cannon, located on the Octolings' side, is perfect for inking the low, center area of the map. This is also an ideal weapon for taking out the two Octosnipers, not to mention the balloons floating high above. Once the Octosnipers are out of the way, target the Sprinklers spreading ink over the center area. Also, watch for Octolings lurking about the three Mini Zapfish locations in the center. Once you've thoroughly inked the center of the map, make a move for the Mini Zapfish (and other goodies) before the Octolings reinforce this area.

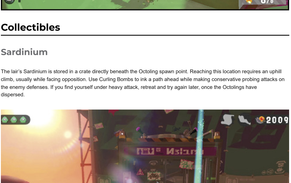
(C) Center Strategy

There are three **Mini Zapfish** located on the low, center section of the map. Normally, this would be a wise area to avoid, but freeing the Mini Zapfish is your mission. The Octolings tend to congregate around the Mini Zapfish, so expect plenty of resistance here. Before making a push into this area, eliminate the Octosnipers and use the Ink Cannon to saturate this area with ink to facilitate faster movement. Also, don't forget to target the Sprinklers attached to the surrounding walls. If necessary, free one Mini Zapfish at a time, retreating to the periphery if you come under heavy Octoling attack. Consider using one of the Sting Ray specials to make an aggressive push into this area.

Collectibles

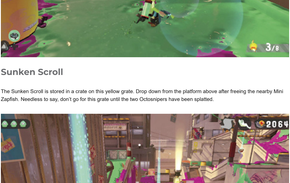
Sardinium

The lair's Sardinium is stored in a crate directly beneath the Octoling spawn point. Reaching this location requires an uphill climb, usually while facing opposition. Use Curling Bombs to ink a path ahead while making conservative probing attacks on the enemy defenses. If you find yourself under heavy attack, retreat and try again later, once the Octolings have dispersed.



Sunken Scroll

The Sunken Scroll is stored in a crate on this yellow grate. Drop down from the platform above after freeing the nearby Mini Zapfish. Needless to say, don't go for this grate until the two Octosnipers have been splatted.



Area 04: Slimeskin Garrison

Boss Battle: The Octo Shower

Boss Kettle Entrance

Acquiring six Zapfish unlocks the area's Boss Kettle. Proceed toward Lair 19, then turn right atop this platform and cross the nearby Dash Track to jump toward the distant Bounce Pad—there's a grate directly above. Bounce upward in squid form to pass through the grate, and approach the Boss Kettle to start the battle.

Sheldon Request

Sheldon has selected the Hero Charger for this boss fight, and it's an excellent choice, given the nature of this encounter. You must rely on the Hero Charger's long-range capability to splat the Octocopters carrying this boss around. Curling Bombs are also effective, allowing you to quickly ink and swim across the arena in an effort to escape the Octo Shower's deadly attacks.

Round 1

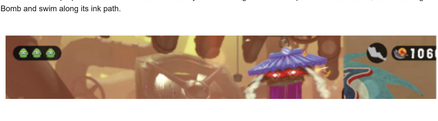
As soon as the battle begins, the Octo Shower targets you with a red laser—this is your cue to move. Fire a line of ink and swim through it to prevent getting splatted by the Octo Shower's opening long-range attack. Immediately move to the central tower and swim up the side. The Octo Shower is carried by three Octocopters. Take aim at one of the Octocopters and splat it with your Hero Charger. The goal of this round is to eliminate all three Octocopters. After splatting one Octocopter, take aim at the next one before the Octo Shower retreats. You can usually eliminate two Octocopters before the Octo Shower flees. Follow the Octo Shower and ascend the adjacent platform to resume your attack.

Once all three Octocopters have been splatted, the Octo Shower crashes to the arena floor and a tentacle is exposed. Take aim at the tentacle and continually strike it with the Hero Charger until it explodes—it only takes two fully charged shots.

Round 2

The Octo Shower comes back stronger in the second round, this time hoisted by four Octocopters. As soon as the round starts, rush for the center platform to prevent getting splatted by the Octo Shower's new rapid-firing cannon attack. Toss a Curling Bomb and swim through the ink until you reach cover. Following the attack, climb the center platform and go to work on taking out those four Octocopters. The faster you can eliminate the Octocopters, the sooner the round is over.

After eliminating an Octocopter, the Octo Shower counters with a linear shower attack, spreading a wide swath of ink across the arena. Move perpendicular to this attack to ensure you're not caught in the downpour. For best results, toss a Curling Bomb and swim along its ink path.



Splatoon 2

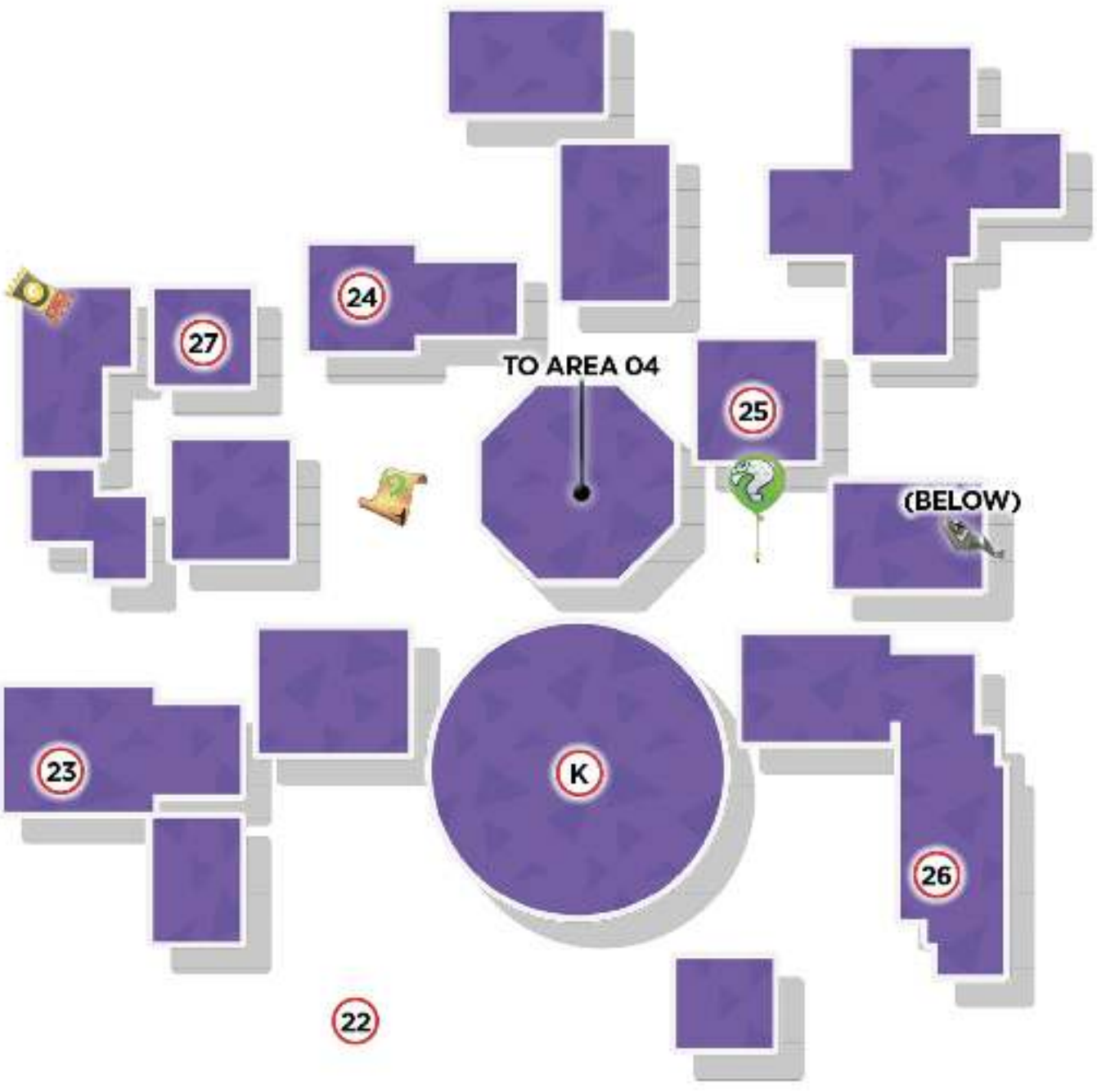
Area 05: Cephalon HQ

Overview

With the Octo Shower in the rearview mirror, it's time to focus on Cephalon HQ. The Octarians maintain a firm grip on this area—if the Great Zapfish and Callie are being held captive, they'll be found here. Utilize the flying-saucer platforms to explore the surrounding area, seeking out the well-concealed Octarian lairs. You need to secure six more Zapfish before the area's Boss Kettle opens, allowing you to finally uncover the truth. Sheldon supplies you with the Hero Brush here, completing the set of Hero weapons—feel free to replay previously completed lairs and boss fights with these weapons.

Area 05: Cephalon HQ

Cephalon HQ Collectibles



Legend
22 Underground Expressway
23 The Octogalaxy
24 Transfer Junctio
25 Platform Madhouse
26 Paradise Lanes
27 Octoling Workout
K Boss Kettle
Sunken Scroll Balloon (Start)
Sunken Scroll
Sardinium
Ticket

Sardinium

This Sardinium is hidden beneath an isolated platform between Lairs 25 and 26. Use a saucer to reach the top of the platform, then shoot ink over the side to reveal an invisible platform below. Drop down onto the freshly inked platform to access the alcove beneath and grab the Sardinium.

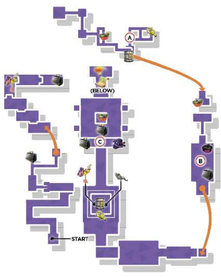
Sunken Scroll

Retrieving this Sunken Scroll requires you to hit multiple balloons from a moving platform. Equip the Hero Charger and start on the central platform where you initially entered, looking out toward Lair 25—board one of the nearby saucers as it passes by. The first Sunken Scroll balloon is floating near the large tentacle, beneath Lair 25—pop it with your Hero Charger to begin the chase. Stay on the saucer and follow the green arrows to the next balloons in the sequence, shooting them with the Hero Charger. As the saucer circles back toward the central platform, jump off and shoot two more balloons. The final balloon is floating on the opposite side of the center platform, between Lairs 23 and 27. Shooting it causes the Sunken Scroll to appear and fall onto an invisible platform. Ink the area around the Sunken Scroll to reveal two neighboring platforms nearly connected by a drawbridge. Board one of the adjacent saucers and ride it toward the freshly inked platforms to retrieve the Sunken Scroll—cross the inked drawbridge when it's down, then squid-jump over to the scroll's platform.

Splatoon 2

Area 03: Cephalon HQ

22: Underground Expressway



Legend

- Key Location
- Armor
- Curling Bomb Launcher
- Ink Storm
- Jump Path
- Key
- Power Egg Can
- Sardinium
- Splashdown
- Sunken Scroll
- Vault
- Zapfish

Lair Entrance

The entrance to this lair is well-hidden, situated on an invisible platform between Lairs 23 and 26. Ride a saucer out into this area and look for the four obelisk objects sticking out of the water. Ink the area between these obelisks to reveal an invisible platform. Hop on and continue spreading ink while moving in the direction of Lair 23. More invisible walkways come into view as you advance, eventually leading to a narrow platform surrounded by several moving blocks. Drop down onto the narrow platform and spread ink to uncover the lair's entrance.

Sheldon Request

When you enter this lair, Sheldon delivers a brand-new weapon for you to gather data on—the Hero Brush. As the name implies, this is a large brush, which functions similarly to a roller, ideal for spreading ink while running forward. The Hero Brush can also be swung rapidly to fling ink over a wide area. But like the Hero Roller, this weapon consumes ink rapidly, so be mindful of your Ink Tank.

Key Locations

A Acrophobia

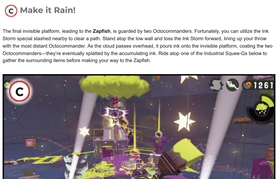
Here, a Tentakook leads you on a lengthy chase across a series of narrow, invisible paths. Don't worry about catching up with the Tentakook. Instead, focus on inking the invisible paths. The Curling Bombs work well for creating long, linear paths of ink. The Hero Brush is also effective, but don't roll ink here—you run the risk of falling off an edge. Instead, fling ink from side to side to define the path ahead before stepping forward. When you reach the final path, corner the Tentakook near the vault and attack aggressively with bombs or your Hero Brush. Once splatted, the Tentakook drops the key to the vault, allowing you to access the next launchpad.

B Bombs Away!

The Curling Bomb Launcher special, stashed in a nearby crate, comes in handy for panicking the Octotroopers and Shielded Tentacle Octotrooper patrolling this platform. Activate the special and fire a volley of Curling Bombs toward the Octotroopers. While the Curling Bombs are unlikely to splat many Octotroopers, they do an excellent job of spreading ink, allowing you to pursue the fleeing enemies with your Hero Brush. Once the special has been depleted, utilize the three Dash Tracks on the platform to facilitate faster movement. This is essential for flanking the Shielded Tentacle Octotrooper. Zip across the Dash Tracks while flinging ink over this enemy's shield.

C Make it Rain!

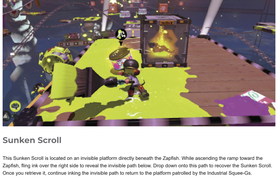
The final invisible platform, leading to the **Zapfish**, is guarded by two Octocommanders. Fortunately, you can utilize the Ink Storm special stashed nearby to clear a path. Stand atop the low wall and toss the Ink Storm forward, lining up your throw with the most distant Octocommander. As the cloud passes overhead, it pours ink onto the invisible platform, coating the two Octocommanders—they're eventually splatted by the accumulating ink. Ride atop one of the Industrial Squee-Gs below to gather the surrounding items before making your way to the Zapfish.



Collectibles

Sardinium

The Sardinium is locked in a box atop this platform. Eliminate the Shielded Octotrooper here to retrieve a Splashdown special. The key to the box is held by a Tentakook patrolling a trench-like recess at the base of the platform. Circle the trench and spread ink while chasing the Tentakook. There's nowhere to corner this Tentakook, so attack aggressively, swimming forward through your ink to move within attack range. Curling Bombs are effective for chasing the Tentakook—send a Curling Bomb one direction while you move in the other in an attempt to trap the Tentakook. Once you've splatted this elusive enemy, unlock the box on top of the platform to retrieve the Sardinium.

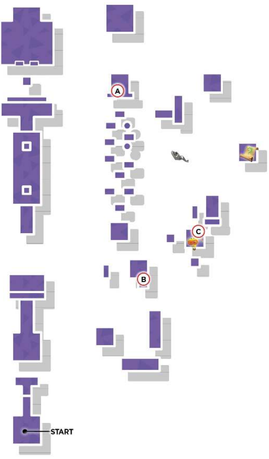


Sunken Scroll

This Sunken Scroll is located on an invisible platform directly beneath the Zapfish. While ascending the ramp toward the Zapfish, fling ink over the right side to reveal the invisible path below. Drop down onto this path to recover the Sunken Scroll. Once you retrieve it, continue inking the invisible path to return to the platform patrolled by the Industrial Squee-Gs.

Splatoon 2

Area 05: Cephalon HQ
23: The Octogalaxy



Legend

- Key Location
- Sardinium
- Sunken Scroll
- Zapfish

Lair Entrance

Squid-jump through the grate near the checkpoint of this platform and begin your ascent toward the lair. Ink a set of three vertical Inkfurlers and swim up to access the rotating platforms. The lair is hidden on the second rotating platform. Stay on the stationary tower and ink the rotating platforms until the lair is revealed. Even after you've discovered the lair, the platforms continue rotating. Wait until the lair is upright before attempting to enter.

Sheldon Request

Sheldon requires a bit more data on the Hero Dualies. These rapid-firing dual-wield pistols are an excellent choice for completing this fast-moving stage, which features several Ride Rail sections. Be ready to attack enemies aggressively while using dodge rolls to evade incoming fire—while the Hero Dualies have a high rate of fire, their range is lacking. Rely on Splat Bombs to engage more distant targets.

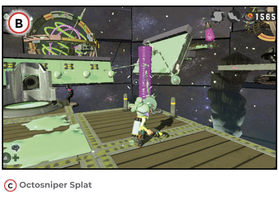
Key Locations

A Ink Piston Evasion

A series of Ink Pistons threatens to halt your advance here. Use the three Ride Rails to safely navigate this area, jumping from one rail to the next. Before leaving the platform, study the pattern of the extending and retracting Ink Pistons. Hop onto the center Ride Rail as soon as the nearby Ink Pistons retract. Be ready to hop to the rail on the left to avoid getting splatted by the pistons once they extend. Continue along the Ride Rails, jumping laterally to evade the extended Ink Pistons.

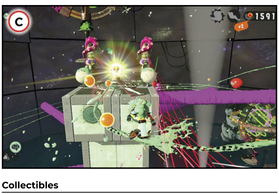
B Dash Track Trot

When you reach the platform with an Ink Cannon, use it to target the Balloon Fish on the two neighboring platforms—be sure the distant Octocopters are splatted as well. It's important that both platforms are thoroughly inked before you proceed. Leave the Ink Cannon and use the nearby Ride Rails to access the first platform on the right—jump from the first rail to the one on the right to evade an Ink Piston. The first inked platform is sloped, but you can still swim along it—swim toward the next Ride Rail on the far corner. Ride the Ride Rail to the next inked/sloped platform and immediately swim across the closest Dash Track. This automatically launches you across the next three Dash Tracks, tossing you onto the next Ride Rail.



C Octosniper Splat

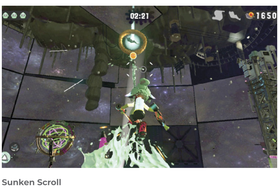
The **Zapfish**'s platform is guarded by two Octosnipers. As long as you keep moving on the Ride Rails, the Octosnipers aren't a threat—you're moving too fast. While riding the ascending Ride Rails, toss Splat Bombs toward the Balloon Fish next to each Octosniper. Simply landing one Splat Bomb near the Zapfish is enough to trigger both Balloon Fish, setting off a massive ink explosion capable of splatting both Octosnipers. If your Splat Bombs miss, be ready to shoot one of the Balloon Fish as you get closer to the Zapfish's platform. Don't bother trying to shoot each Octosniper individually—let the exploding Balloon Fish do the dirty work.



Collectibles

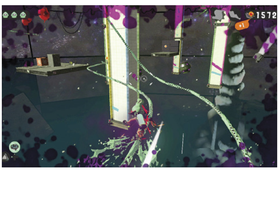
Sardinium

When reaching the checkpoint with a Dash Track, focus on the Sardinium floating in the distance. Run across the Dash Track to access the nearby Ride Rail. Two more Ride Rails appear ahead, flanking the first one—jump to the left or right to avoid the vertical Ink Piston. Once you're beyond the piston, the Sardinium comes into clear view. Perform a couple more jumps to reach the center Ride Rail leading up to the Sardinium. Jump forward at the end of the Ride Rail to pass through a squid ring and collect the Sardinium.



Sunken Scroll

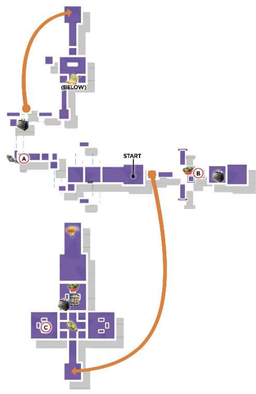
The area near the Sunken Scroll features a set of colorful pillars fitted with extending and retracting Ink Pistons. Ride a Ride Rail toward the first column, but be ready to enter squid form to duck beneath the first extending Ink Piston. Immediately after passing the first column, leap to the adjacent Ride Rail to the right. This Ride Rail leads to a small, isolated platform guarded by a Shielded Twintacle Octobrooper. Land atop the wall in the center of the platform and fire down on this foe to circumvent his shield. Once the platform is clear, smash the nearby crate to retrieve the Sunken Scroll.



Splatoon 2

Area 05: Cephalon HQ

24: Transfer Junction



Legend

- Key Location
- Armor
- Jump Path
- Key
- Power Egg Can
- Sardinium
- Sunken Scroll
- Vault
- Zapfish

Lair Entrance

Ride a saucer toward the checkpoint adjacent to a Propeller equipped with a Dash Track. Shoot the Propeller to make it move, then run across the Dash Track to reach a distant, moving platform, also equipped with a Dash Track. Ride the moving platform until its Dash Track is aligned with a distant Dash Track, then rush forward to launch yourself onto a large stationary platform. Ink your way toward the lair's entrance, crossing a rotating platform along the way.

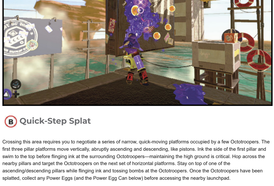
Sheldon Request

Once again, Sheldon needs you to collect more data on the Hero Stocher. This bucket-like weapon excels at spreading large volumes of ink, particularly when shooting areas from an elevated position. But the Hero Stocher lacks range, so look for opportunities to ambush unsuspecting Octarians—stealthily swim to close range, then SPLAT!

Key Locations

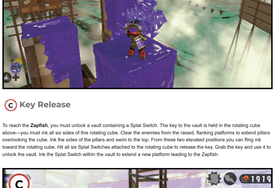
(A) Vertical Swim

Up to this point, crossing the moving platforms has been relatively easy. But traversing this moving wall is trickier and tests your swimming skills. Start by inking the side of the wall as well as the area around your feet. When the wall approaches, squid-jump onto its inked side. Upon making contact, stay in squid form and swim up. Gravity instantly starts pulling you down, so continually swim upward to avoid falling off. Stay on this vertical surface until you can jump over to the next platform on the right. The Sardinium is positioned on the opposite side of this wall, so don't leave just yet—ink and swim along the back side to retrieve the Sardinium.



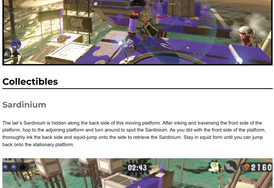
(B) Quick-Step Splat

Crossing this area requires you to negotiate a series of narrow, quick-moving platforms occupied by a few Octotroopers. The first three pillar platforms move vertically, abruptly ascending and descending, like pistons. Ink the side of the first pillar and swim to the top before flinging ink at the surrounding Octotroopers—maintaining the high ground is critical. Hop across the nearby pillars and target the Octotroopers on the next set of horizontal platforms. Stay on top of one of the ascending/descending pillars while flinging ink and tossing bombs at the Octotroopers. Once the Octotroopers have been splatted, collect any Power Eggs (and the Power Egg Can below) before accessing the nearby launchpad.



(C) Key Release

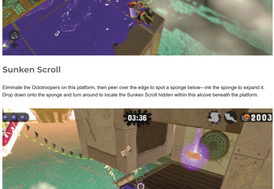
To reach the **Zapfish**, you must unlock a vault containing a Splat Switch. The key to the vault is held in the rotating cube above—you must ink all six sides of this rotating cube. Clear the enemies from the raised, flanking platforms to extend pillars overlooking the cube. Ink the sides of the pillars and swim to the top. From these two elevated positions you can fling ink toward the rotating cube. Hit all six Splat Switches attached to the rotating cube to release the key. Grab the key and use it to unlock the vault. Ink the Splat Switch within the vault to extend a new platform leading to the Zapfish.



Collectibles

Sardinium

The lair's Sardinium is hidden along the back side of this moving platform. After inking and traversing the front side of the platform, hop to the adjoining platform and turn around to spot the Sardinium. As you did with the front side of the platform, thoroughly ink the back side and squid-jump onto the side to retrieve the Sardinium. Stay in squid form until you can jump back onto the stationary platform.

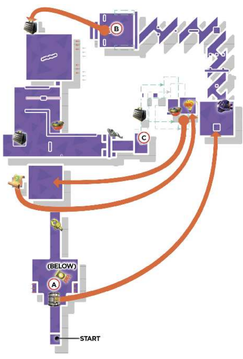


Sunken Scroll

Eliminate the Octotroopers on this platform, then peer over the edge to spot a sponge below—ink the sponge to expand it. Drop down onto the sponge and turn around to locate the Sunken Scroll hidden within this alcove beneath the platform.

Splatoon 2

Area 05: Cephalon HQ
25: Platform Madhouse



Legend
Key Location
Armor
Ink Storm
Jump Path
Key
Power Egg Can
Sardinium
Sunken Scroll
Ticket
Vault
Zapfish

Lair Entrance

Ride a saucer toward the tall platform with an Ink Switch. Hop onto the moving platform beyond the Ink Switch and turn around. Shoot the Ink Switch to cause two walls to move toward each other. Ink the wall on the left as it moves within range. Strike the Ink Switch again, then jump toward the freshly inked wall and swim to the top. Once again, shoot the Ink Switch to cause the walls to move toward each other. Hop to the top of the approaching wall and ride it toward a Ride Rail hub—shoot the hub to activate the Ride Rail, and ride it to a distant platform to access the lair.

Sheldon Request

Sheldon offers the Hero Splatling as his recommended weapon for this stage; yes, he needs to collect more data on this rapid-firing, ink-guzzling powerhouse. Since the Hero Splatling consumes ink at a rapid pace, keep an eye on your Ink Tank. Make a habit of filling your Ink Tank to capacity before unleashing a fully charged barrage.

Key Locations

A Moving Cover

After you retrieve the key on this platform, two Twintacle Octotroopers and two Octocommanders appear, blocking your path to the vault. Fight your way past the Twintacle Octotroopers first, then cautiously approach the Octocommanders, using the yellow inflatable barriers for cover. The barriers on the moving conveyor belt allow you to get close enough to hit each Octocommander with the Hero Splatling, but you need to keep moving to stay behind cover. Sidestep to the left while firing, hitting each Octocommander with a fully charged barrage of ink. Once both Octocommanders are splatted, retrieve the ticket below this platform—ink the conveyor belt and swim along a vertical piece as it passes below to access a hidden platform.

B Cloud Burst

If you acquired the Ink Storm special prior to crossing the previous conveyor belt, consider putting it to use against this impressive line of enemies, including an Octocommander. Stay behind the low wall to prevent being hit by incoming ink, and toss the Ink Storm directly toward the Octocommander. As a cloud forms overhead, ink pours down on the enemies, slowly inflicting damage. Hold back and let the Ink Storm go to work, splatting the majority of Octotroopers as well as the Octocommander. After the cloud moves on, pop out of cover to deal with any survivors.

C Ink Switch Advance

Reaching the **Zapfish** requires riding a moving platform, operated by shooting a pair of Ink Switches. Start by boarding the platform and shooting the nearby Ink Switch, careful to evade obstacles that may knock you off—when you near the vertical grate, enter squid form. As the platform begins to rise, transition to shooting the upper Ink Switch; it functions just like the lower one, continually moving the platform toward the Zapfish. As you near the checkpoint, be ready to eliminate an Octobomber floating overhead. The platform begins rotating as it nears the Zapfish. Maneuver accordingly to stay on top of the platform during this transition, while persistently hitting the upper Ink Switch. Watch for a small Splat Switch on the edge of the Zapfish's platform—shooting it leads you to the lair's Sunken Scroll.

Collectibles

Sardinium

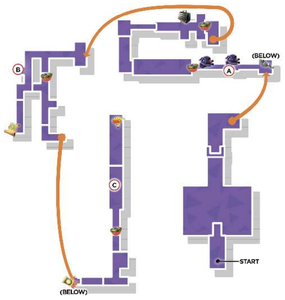
After scaling the nearby wall, look down and to the left to spot a low platform holding the Sardinium. Drop down to collect it, then use the nearby launchpad to advance to the next checkpoint.

Sunken Scroll

Shoot the small diamond-shaped Splat Switch on the edge of the Zapfish's platform to reveal a hidden launchpad atop the moving platform. This launchpad leads to a distant platform occupied by an Octostamp DX. Lure this enemy forward, then sidestep as he face-plants. Use this opportunity to ink his side and swim up to another launchpad on his back, which leads to a small platform with a high stack of crates. Smash all the crates to retrieve Power Eggs and this lair's Sunken Scroll. Use the launchpad beneath the crates to return to the Zapfish's platform.

Splatoon 2

Area 05: Cephalon HQ
26: Paradise Lanes



Legend

- Key Location
- Armor
- Ink Storm
- Jump Path
- Power Egg Can
- Sardinium
- Sunken Scroll
- Ticket
- Zapfish

Lair Entrance

Board and ride a saucer toward a platform featuring an outward-facing Splat Switch. Shoot it to cause the neighboring platform to rotate. Spread ink and advance across the rotating platform until you can shoot another Splat Switch, on the next platform to the right. Hop over to this rotating platform—utilize the grates as necessary to avoid falling off. Climb to the highest point of the second rotating platform and look up to shoot a Splat Switch on a platform above. This causes the platform to drop, allowing you to jump over and ink the lair's entrance.

Sheldon Request

Sheldon needs you to use the Hero Roller one last time to complete his research data. While rolling, the Hero Roller excels at spreading wide lanes of ink—swim back through these inked paths as necessary to replenish your Ink Tank. The Hero Roller can also be swung to spread large volumes of ink. When flinging ink, the weapon has limited range, so do this from atop a high platform to improve the weapon's reach. Otherwise, bombs are better suited for taking on distant enemies.

Key Locations

A Rotating Platform

B Octoballer Smash

This platform features two parallel lanes, each occupied by a predictable stream of Octoballers. Three Octoballers are released at a time, making this advance a bit tricky. Activate the first Gusher, on the right lane, to smash the incoming wave of Octoballers, then swim up the ink geyser to reach the next level, crossing over to the left lane. Once again, time your movement carefully, waiting for the next set of Octoballers to roll by before making a push toward the second Gusher. Activate the Gusher to eliminate the next set of Octoballers, then ride the geyser upward to the next launchpad. Before using the launchpad, consider grabbing the nearby Sunken Scroll.

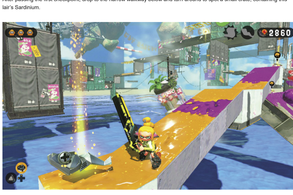
C Zapfish Push

When making the final push toward the **Zapfish**, don't overlook the two Ink Switches on the left side of the path. These switches operate a moving platform, pushing out from the left. Ink the side of this platform and swim to the top, careful to avoid the massive incoming Kingdin Octoballers. While on the moving platform, advance toward the Zapfish and hit the second Ink Switch to keep the platform extended while waiting for the opportunity to make your move. After the next Kingdin Octoballer rolls by, hop over to the next platform and roll a path toward the Zapfish to complete this stage.

Collectibles

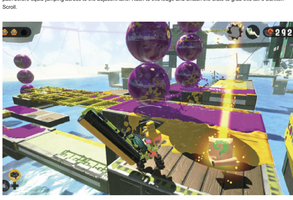
Sardinium

After passing the first checkpoint, drop to the narrow walkway below and turn around to spot a small crate, containing this lair's Sardinium.



Sunken Scroll

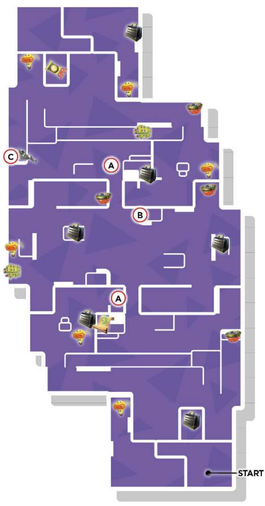
Navigate toward this platform's launchpad, careful to avoid the stacks of Octoballers rolling down the narrow lanes. Before using the launchpad, turn to the orange crate on the neighboring lane. Wait for the latest set of Octoballers to pass, then ink a path before squid-jumping across to the adjacent lane. Rush to this ledge and smash the crate to grab this lair's Sunken Scroll.



Splatoon 2

Area 69: Cephalon HQ

27: Octoling Workout



Legend
Key Location
Armor
Power Egg Can
Sardinium
Sunken Scroll
Tenta Missiles
Ticket
Zapfish

Lair Entrance

Board a saucer and ride it toward a set of towers featuring horizontal Ink Pistons. Hop off the saucer onto the checkpoint and cross toward the towers using the nearby Propeller. Wait for the first Ink Piston to retract, then jump off the Propeller to the adjacent platform. Use the Bounce Pad to jump past the second Ink Piston. The box above the third Ink Piston contains a ticket—bounce up onto the tower to retrieve it. Continue bouncing on the Bounce Pad while watching for a moving platform to the right. When the moving platform approaches, bounce over to it. The lair is hidden on this moving platform—spread some ink to reveal it.

Sheldon Request

Before entering the lair, equip a weapon well-suited for Octoling battles, this time set on a variant of Museoforge Fitness. Sheldon has no specific request here, so the choice is all yours. You can't go wrong with the Hero Shot or Hero Duelies, as they offer a good balance of damage, range, and rate of fire. If you want more of a challenge, go with the Hero Charger. This stage offers some good opportunities to test your long-range aptitude.

Key Locations

(A) Balloon Fish Blast

Don't overlook the two Balloon Fish on this map. One is located beneath the catwalk near the center hill, and the other is situated on the opposite side of the hill, on the upper level. Shooting these Balloon Fish results in a massive ink explosion that spreads ink over a wide area and splats any Octolings within the generous blast radius. Octolings usually steer clear of these Balloon Fish, but you can lure them into an ambush—draw their attention, then swim toward one of the Balloon Fish. As they pursue, shoot the Balloon Fish to spring the trap.

(B) Muscle Mountain

The large, elevated climbing wall in the center of the stage is a critical focal point during this battle. Take control of this position early on and use it as a central staging area while gathering the **Mini Zapfish**. Start by eliminating the Sprinklers on the platform's flanks, then free the Mini Zapfish in the center—securing this Mini Zapfish makes it less likely Octolings will jump here. If you're using the Hero Charger, this central elevated position lets you splat Octolings on the lower surrounding areas with ease. Hop to the top of the low walls to gain an even greater vantage point, but don't hold here indefinitely. Pick off Octolings guarding the adjacent Mini Zapfish, then push forward to capture them.

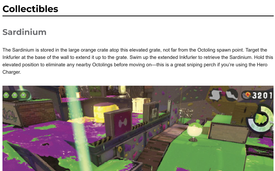
(C) Tenta Missile Assault

Freeing the two Mini Zapfish near the enemy base is extremely dangerous, as the Octolings hold the high ground. Before pushing into these areas, acquire the Tenta Missiles special—there are two on this map. The Tenta Missiles allow you to target any Octolings patrolling around the Mini Zapfish. When possible, climb or swim to an elevated position before activating this special. This makes it easier to spot and target Octolings, even if they're swimming. While there may only be one Octoling around each Mini Zapfish, don't be afraid to fire the entire volley of missiles at one target. After splatting any defenders, immediately rush forward to secure the Mini Zapfish before reinforcements arrive.

Collectibles

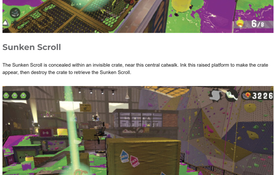
Sardinium

The Sardinium is stored in the large orange crate atop this elevated grate, not far from the Octoling spawn point. Target the Inkfurler at the base of the wall to extend it up to the grate. Swim up the extended Inkfurler to retrieve the Sardinium. Hold this elevated position to eliminate any nearby Octolings before moving on—this is a great sniping perch if you're using the Hero Charger.



Sunken Scroll

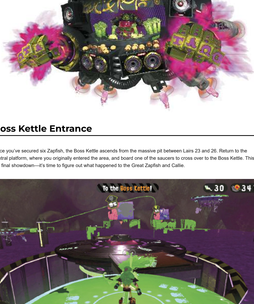
The Sunken Scroll is concealed within an invisible crate, near this central catwalk. Ink this raised platform to make the crate appear, then destroy the crate to retrieve the Sunken Scroll.



Splatoon 2

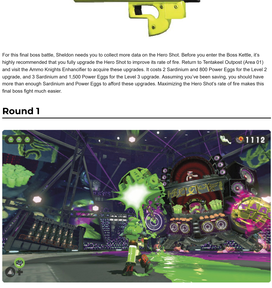
Area 65: Cephalon HQ

Boss Battle: Octobot King II



Boss Kettle Entrance

Once you've secured six Zapfish, the Boss Kettle ascends from the massive pit between Lairs 23 and 26. Return to the central platform, where you originally entered the area, and board one of the saucers to cross over to the Boss Kettle. This is the final showdown—it's time to figure out what happened to the Great Zapfish and Callie.



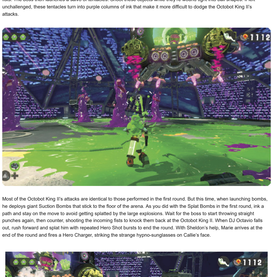
Sheldon Request

For this final boss battle, Sheldon needs you to collect more data on the Hero Shot. Before you enter the Boss Kettle, it's highly recommended that you fully upgrade the Hero Shot to improve its rate of fire. Return to Tentatek! Outpost (Area 01) and visit the Ammo Knights Enhancifier to acquire these upgrades. It costs 2 Sardinium and 800 Power Eggs for the Level 2 upgrade, and 3 Sardinium and 1,500 Power Eggs for the Level 3 upgrade. Assuming you've been saving, you should have more than enough Sardinium and Power Eggs to afford these upgrades. Maximizing the Hero Shot's rate of fire makes this final boss fight much easier.

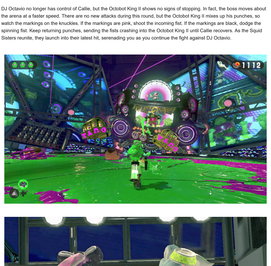
Round 1

At the start of the battle, approach Callie in the center of the arena—something's not right. Callie has been brainwashed by DJ Octavio. Together, they operate the Octobot King II, a robotic, punch-throwing robot powered by the Great Zapfish. As the battle commences, watch the Octobot King II's gold fists. When the markings on the knuckles turn pink, the boss is about to throw a punch. Open fire on the approaching fist to knock it back toward the Octobot King II. This is the only way to damage this boss.

Not all punching attacks can be countered. When the Octobot King II's fists start spinning, be ready to move laterally to avoid getting hit. Notice that the markings on the knuckles don't turn pink when the fists are spinning. *Spinning-fist* attacks can only be dodged—don't try to shoot them. Instead, spread ink on the arena floor and swim out of the way before you're smacked. Curling Bombs offer an effective means of escape. Toss one and follow the ink trail to safety.



The Octobot King II also attacks with massive Splat Bombs, firing a salvo of four bombs per attack. As with the spinning fists, there's no way to counter these attacks, so simply swim out of the way to avoid getting caught in the blasts. Once again, linear paths of ink created by Curling Bombs offer a quick way to dodge these incoming Splat Bombs.



Continue dodging the Splat Bomb and spinning-fist attacks while looking for opportunities to counter the Octobot King II's basic punch attacks. Eventually, the boss performs a shower attack, similar to the Octo Shower. As ink spews from the bottom of the Octobot King II, move out of the way to avoid getting drenched. Once the Octobot King II has sustained significant damage from counters to his punch attacks, DJ Octavio falls out. Rush toward DJ Octavio and hit him repeatedly with your Hero Shot to end the first round.

Round 2

The Octobot King II begins the second round with more punch attacks—be ready to counter by shooting the approaching fists. The boss then launches a salvo of tentacles. Shoot these objects while they're wound tight into ball shapes. If left unchallenged, these tentacles turn into purple columns of ink that make it more difficult to dodge the Octobot King II's attacks.

Most of the Octobot King II's attacks are identical to those performed in the first round. But this time, when launching bombs, he deploys giant Suction Bombs that stick to the floor of the arena. As you did with the Splat Bombs in the first round, ink a path and stay on the move to avoid getting splatted by the large explosions. Wait for the boss to start throwing straight punches again, then counter, shooting the incoming fists to knock them back at the Octobot King II. When DJ Octavio falls out, rush forward and splat him with repeated Hero Shot bursts to end the round. With Sheldon's help, Marie arrives at the end of the round and fires a Hero Charger, striking the strange hypno-sunglasses on Callie's face.

Round 3

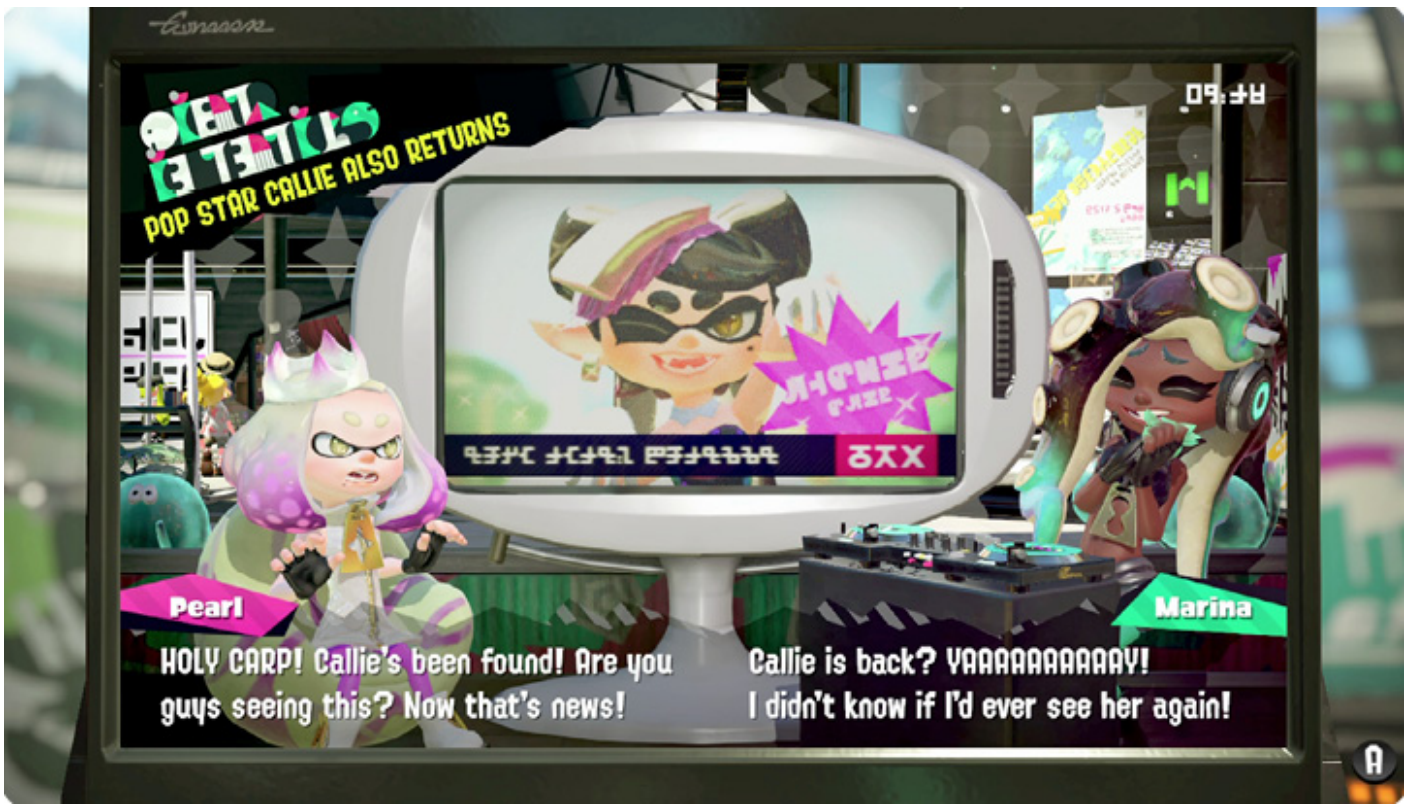
DJ Octavio no longer has control of Callie, but the Octobot King II shows no signs of stopping. In fact, the boss moves about the arena at a faster speed. There are no new attacks during this round, but the Octobot King II mixes up his punches, so watch the markings on the knuckles. If the markings are pink, shoot the incoming fist. If the markings are black, dodge the spinning fist. Keep returning punches, sending the fists crashing into the Octobot King II until Callie recovers. As the Squid Sisters reunite, they launch into their latest hit, serenading you as you continue the fight against DJ Octavio.

Final Round

Area 05: Cephalon HQ

Epilogue

Your success hasn't gone unnoticed in Inkopolis Square, but don't expect to get any credit. Following the defeat of the Octobot King II, Pearl and Marina launch into a fresh episode of Off the Hook, reporting the return of the Great Zapfish and Callie.


POP STAR CALLIE ALSO RETURNS
Pearl
HOLY CARP! Callie's been found! Are you guys seeing this? Now that's news!
Marina
Callie is back? YAAAAAAAAAAY! I didn't know if I'd ever see her again!
A

Return to Octo Canyon after the game's interactive credit sequence to check in with Marie. She's grateful for your assistance in rescuing the Great Zapfish and Callie. Unfortunately, nobody in Inkopolis realizes anything was wrong, hence their lack of gratitude. DJ Octavio has once again been secured in a snow globe-like containment chamber. Marie promises to keep an eye on him until Cap'n Cuttlefish returns. Sheldon has also installed a TV nearby, allowing you to view the game's credits.

HERO WEAPONS

The same weapons you used in Octo Canyon can be unlocked for use during multiplayer Ink Battles, but you have to replay every lair and boss fight with each Hero weapon. For example, replay the entire game with the Hero Shot to unlock it for Ink Battles. The same is true for the rest of the Hero weapons. The Records tab within the Menu screen tracks which lairs and boss fights you've completed with each weapon. Use this screen as a checklist to track your progress. The Hero weapons offer no distinct advantages during multiplayer. Rather, they're cosmetic updates of the same weapons available during Ink Battles. Still, someone is likely to be impressed when they see you carrying one of these trophy weapons into battle.

Salmon Run

Welcome to Grizzco Industries

Salmon Run is a co-operative mode that serves up an outstanding challenge to teams of two to four players. Can you defeat three Salmonid waves and collect their Golden Eggs? It's harder than you might think!

As the newest recruit to Grizzco Industries, it's imperative that you attend the mandatory employee training. Head to the Grizzco Industries office for your single-player introduction. Mr. Grizz coaches you through two sessions of on-the-job training. Since it can be tough to fend off the Salmonids while reading Mr. Grizz's instructions, we've taken the liberty of including a rundown of your job description.

- Salmonids emerge from the water. Your job is to splat them with ink and collect the Power Eggs they drop.
- Very dangerous Boss Salmonids also emerge from the water. Figure out their weaknesses and splat 'em to collect their Golden Eggs.
- Deliver the Golden Eggs (three per Boss Salmonid) to the egg basket. Inklings can only carry one Golden Egg at a time, so teamwork is crucial.
- Meet the Golden Egg quota for each of the three waves and survive until the timer expires to complete Salmon Run and earn Grizzco Points. Points earned can be exchanged for bonuses.

Basic Rules of Salmon Run

Hazard Level: Select your difficulty setting in 5% increments. The higher the difficulty, the faster the enemies move, the greater the frequency of Boss Salmonids (and more difficult ones), and the greater the frequency and threat of special events. We recommend beginning with a 20% difficulty and adjusting accordingly.

Special Abilities: Special Abilities are provided at random from a pool designed for Salmon Run. Each Inkling is provided with two uses of a random Special Ability (no need to charge the Special Gauge). Each successive wave gets harder, so coordinate with teammates and try to reserve your Special Ability for Waves 2 and 3. Unused abilities are reclaimed at the end of the shift.

Weapons: Weapons are randomly loaned to each Grizzco employee at the start of each wave. Though there's no telling which weapon you'll receive, the weapons available are based on a rotating schedule that changes every few days. Coordinate roles with your teammates to best take advantage of the weapons provided. There's also the potential for two rare weapons to be loaned out to skilled employees. You can only get these rare weapons if the current weapons set contains the random weapon (denoted by a ? in the list). Obtaining them is purely based on chance and does not require a high rank.

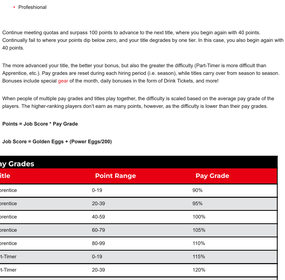
Bombs: Each player has the ability to toss standard Splat Bombs.

Life Rings: Grizzco employees who get splatted by Salmonids, or who fall into the water, spawn in a life ring. Surviving teammates must ink the life ring to revive the fallen teammate. The shift ends in failure if the entire team is downed. Players in life rings are revived upon successful completion of a wave. Swim toward your teammates wherever in a life ring.

Communication Signals: Use the "Booyah!" and "This Way" signals to coordinate attacks, call for help, and draw your team's attention to a particular area. This is especially important if you get splatted or have located a Goldie or other Boss Salmonid. These signals are only as effective as each player's devotion to them. Don't just summon your allies with signals; be sure to rush to their aid when they call you! Send the signal multiple times to ensure your teammates see it.

Grizzco Points

Exceeding the quota for each wave earns you lots of points, but staying alive is what's important. Don't risk getting splatted for an extra Golden Egg if it's not necessary.



Grizzco Points are based on the number of Golden Eggs and Power Eggs you earn. Golden Eggs are worth more, naturally, so focus on them. The more points you earn, the more bonuses you earn. Redeem your bonuses from the counter outside the Grizzco offices.

Salmon Run takes place as recruitment drives (i.e. seasons). The bonus lineup changes with each recruitment drive. Grizzco Points are reset at the end of each drive, so earn as many points as you can before the season ends.

Grizzco Pay Grade

Grizzco utilizes an employee rating system that dictates your pay grade. Meeting the quota for three waves on successive shifts increases your pay grade by +20 points. Pay grade decreases if you continuously fail to meet a quota. Failing on the first wave decreases your pay grade by -20 points; failing on the second decreases pay grade by -10 points. Failing on the third wave does not affect pay grade.

Titles increase as you rise in pay grade. There are six titles in total, but the first one, Intern, only applies during the tutorial. Once you finish the tutorial, you advance to the Apprentice rank with 40 points.

Title Order:

- Intern (tutorial only)
- Apprentice
- Part-Timer
- Go-Getter
- Overachiever
- Professional

Continue meeting quotas and surpass 100 points to advance to the next title, where you begin again with 40 points. Continually fail to where your points dip below zero, and your title degrades by one tier. In this case, you also begin again with 40 points.

The more advanced your title, the better your bonus, but also the greater the difficulty (Part-Timer is more difficult than Apprentice, etc.). Pay grades are reset during each hiring period (i.e. season), while titles carry over from season to season. Bonuses include special gear of the month, daily bonuses in the form of Drink Tickets, and more!

When people of multiple pay grades and titles play together, the difficulty is scaled based on the average pay grade of the players. The higher-ranking players don't earn as many points, however, as the difficulty is lower than their pay grades.

Points = Job Score * Pay Grade

Job Score = Golden Eggs + (Power Eggs/200)

Pay Grades

Title	Point Range	Pay Grade
Apprentice	0-19	90%
Apprentice	20-39	95%
Apprentice	40-59	100%
Apprentice	60-79	105%
Apprentice	80-99	110%
Part-Timer	0-19	115%
Part-Timer	20-39	120%
Part-Timer	40-59	125%
Part-Timer	60-79	130%
Part-Timer	80-99	135%
Go-Getter	0-19	140%
Go-Getter	20-39	145%
Go-Getter	40-59	150%
Go-Getter	60-79	155%
Go-Getter	80-99	160%
Overachiever	0-19	165%
Overachiever	20-39	170%
Overachiever	40-59	175%
Overachiever	60-79	180%
Overachiever	80-99	185%
Professional	0-19	190%
Professional	20-39	195%
Professional	40-59	200%
Professional	60-79	205%
Professional	80-99	210%
Professional	100-119	215%
Professional	120-139	220%
Professional	140-159	225%
Professional	160-179	230%
Professional	180-199	235%
Professional	200-219	240%
Professional	220-239	245%
Professional	240-259	250%
Professional	260-279	255%
Professional	280-299	260%
Professional	300-319	265%
Professional	320-339	270%
Professional	340-359	275%
Professional	360-379	280%
Professional	380-399	285%
Professional	400-419	290%
Professional	420-439	295%
Professional	440-459	300%
Professional	460-479	305%
Professional	480-499	310%
Professional	500-519	315%
Professional	520-539	320%
Professional	540-559	325%
Professional	560-579	330%
Professional	580-599	335%
Professional	600-619	340%
Professional	620-639	345%
Professional	640-659	350%
Professional	660-679	355%
Professional	680-699	360%
Professional	700-719	365%
Professional	720-739	370%
Professional	740-759	375%
Professional	760-779	380%
Professional	780-799	385%
Professional	800-819	390%
Professional	820-839	395%
Professional	840-859	400%
Professional	860-879	405%
Professional	880-899	410%
Professional	900-919	415%
Professional	920-939	420%
Professional	940-959	425%
Professional	960-979	430%
Professional	980-999	435%

Salmon Run
Salmonids

Grizzco employees head out to the Spawning Grounds in time to intercept the onslaught of Salmonids returning with their Power Eggs and Golden Eggs. There's a large variety of Salmonids to contend with, so study up!

Salmonids ink the ground they crawl across. They're not playing Turf War, but they do make it that much harder for you to move around and replenish your ink. Consider having one of your teammates focus on inking the ground so the others can move around unhindered.

It's also worth noting that Salmonids can detect Inklings no matter where they are. You can't hide in the ink to avoid detection; the Salmonids find you and continue their attacks.

Lesser Salmonids

Chum, Smallfry, and Cohock

These three forms of lesser Salmonid attack in large groups in effort to swarm their targets. Once within range, they batter their Inkling adversary with frying pans and other cooking utensils. Keep your distance and splat them with ink to defeat them. Once defeated, these lesser Salmonids drop Power Eggs.

Though small, they shouldn't be ignored. Lesser Salmonids, despite being highly susceptible to ink, can still prove quite dangerous. Keep an eye on their presence, particularly when engaging a Boss Salmonid. Lesser Salmonids spread their ink around the map, cutting off your escape and making it difficult to refill your Ink Tank. Chum and Cohock can inflict significant damage with their frying pans. The latter can down an Inkling with a single swing of its frying pan! Smallfry are quite small, but very fast and attack in large numbers. Beware the swarm!

Snatcher

Snatchers serve as the goalies of the Salmonid world. Only appearing when Golden Eggs are left on the ground, the Snatchers emerge from the sea in effort to collect the Golden Eggs and return with them to the underwater world. Snatchers don't attack Inklings and can be defeated with ease.

Unlike Grizzco employees, Snatchers can carry multiple Golden Eggs at once. Splat them with ink to make them drop the Golden Eggs before they return to the water. When only two players are involved, consider having one teammate guard the Golden Eggs, while the other player transports the Golden Eggs to the basket.

SLOWING THE SNATCHER

One way to minimize the threat posed by Snatchers is to lure the Boss Salmonids (Stinger excluded) toward the center of the map, or at least close to the egg basket. Defeat the Boss Salmonid as far from the water's edge as you can to make the Snatcher's job all the harder.

Boss Salmonids

FOGHORN ALERTS

Listen for the blare of a distant foghorn. This is your cue that a Boss Salmonid is approaching.

Steelhead

The Steelhead is an enormous, slow-moving variety of Salmonid that is well-armored with protective scales. The Steelhead doesn't chase after Grizzco employees for close-quarters attack. Instead, it inflates a large bomb on its head, which it then throws at the Inklings. The only way to pry the Golden Eggs from the Steelhead is to destroy the green bomb on its head as it inflates. Open fire on the bomb as soon as it appears to detonate it before the Steelhead throws it.

Maintain a safe distance from the Steelhead to ensure a suitable firing angle on its head-top bomb. Doing so also affords you a chance to spot the incoming bomb and relocate to a safer position as needed. The bomb detonates shortly after landing, coating the vicinity in ink. Quickly ink over the Steelhead's ink to ensure you have ink to swim through.

Steel Eel

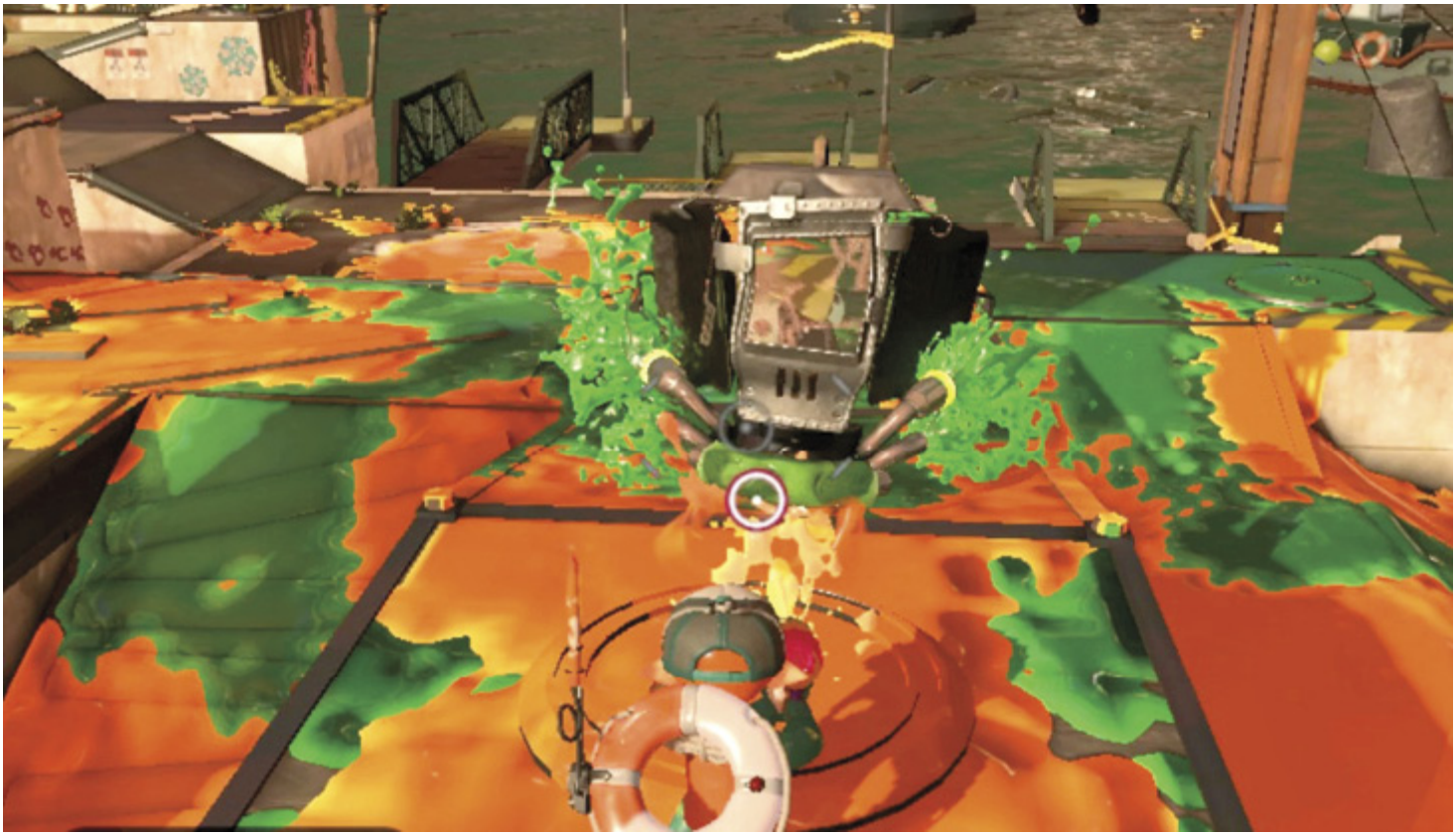
The Steel Eel isn't a Salmonid per se, but rather a long ink-spraying device in the shape of a snake. The Steel Eel locks on to a single target and pursues it relentlessly while dousing lengthy areas with ink and blocking routes. The only way to neutralize the Steel Eel is to shoot the driver piloting the rear of it. Seek out higher terrain and wait for the Steel Eel to pass by, then jump down and target the pilot.

Battling the Steel Eel requires teamwork. The player being pursued should entice the Steel Eel into a chase around the periphery of the Spawning Grounds while the other players close on the Steel Eel's driver from behind. If possible, have a third player focus on re-inking the area doused by the Steel Eel as soon as it passes by. The Steel Eel is particularly difficult to dispatch during high-tide events.

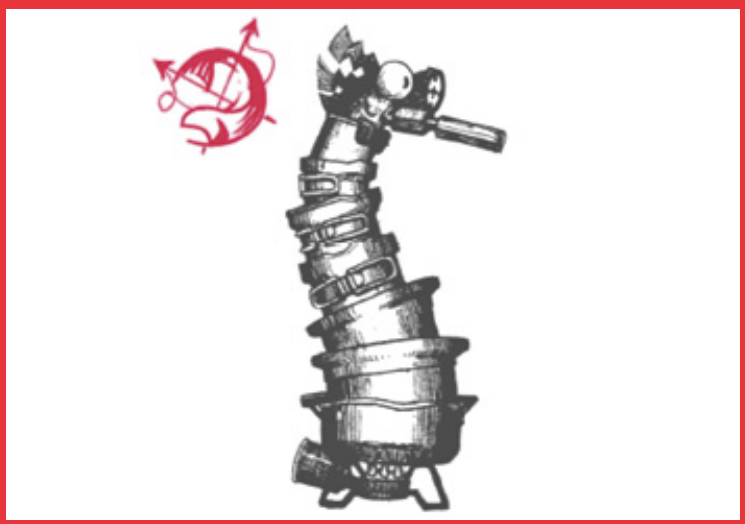
Scrapper

The Scrapper wears a suit of metal shields resembling a massive, mobile welder's mask. This shielding protects it against almost all ink damage while it charges forward after its target. There's little use in trying to sneak up on the Scrapper, as it's capable of turning abruptly and will certainly face the enemy head-on. Bombs can help soften it, but you have to use a steady stream of ink to stop it.

The only way to defeat the Scrapper is to concentrate ink on its shields in effort to damage them. This brings the Scrapper to a standstill and makes it possible to circle around behind it. Fire on the opening in its armor as it tries to repair the damage.



Stinger



The Stinger is a sniper positioned atop a tower of pots and pans. The Stinger rises from the waters on the edge of the beach and remains there until it—or the Grizzco employees—has been neutralized. The Stinger fires a powerful jet of ink capable of passing through walls and other obstacles. There is no hiding from the Stinger's ink!

The only way to defeat the Stinger is to close on its position and shoot each of the pots away so that the Salmonid sniper at the top falls into the flame at the base of its tower. Shooting the Salmonid at the top of the stack inflicts no damage. You must shoot the pots! The boiling pots of ink provide the pressure it needs to fire its long-range sniper attacks. The fewer pots the Stinger has (i.e. the shorter its tower), the less power and range it gets.

Maws

Maws is one of the most terrifying Boss Salmonid to encounter, as it emerges from beneath the ink with little warning. This massive Salmonid appears directly beneath its target and attempts to swallow the Inkling in an instant. Stay on the lookout for the glowing ball that zips through the ink, alerting you to where it's going to attack. Swim out of the green circle that appears and drop a bomb on this zone.

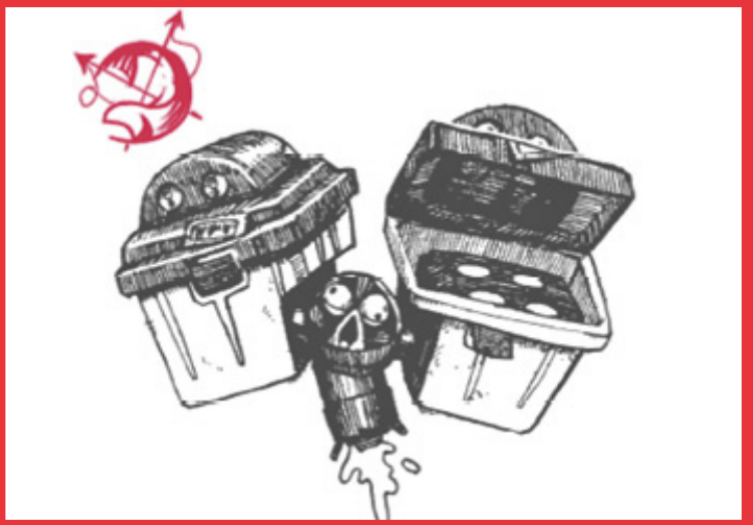
Though it's possible to gradually damage Maws by shooting it with ink when it surfaces, this takes a lot of time and is risky. It's far more effective to quickly lob a bomb at Maws' point of attack, thereby tricking it into swallowing the bomb. Maws swims through ink, and even up walls, as it searches for prey. Stay on the move and be ready with a bomb to defeat it.

Drizzler

The Drizzler floats above the ground and attacks suddenly with a volley of mid-range rocket-like attacks that detonate in a shower of ink. Its body is covered in ink-resistant armor that forces Grizzco employees to utilize a patient, crafty approach to battling this beast.

There are two basic ways of dealing with the Drizzler. One option is to attack it immediately after it launches its projectiles. You have to dodge the attack and take advantage of the brief window of time when the Drizzler is vulnerable. The other option is to target the Drizzler's projectiles and deflect them back at it. This is the most efficient method, but it's also more difficult. Either way, the key is to damage the Salmonid within the umbrella-shaped armor after it fires its projectiles. Keep your distance and move forward while firing at the Salmonid after it fires its rocket. With some luck, the rocket will sail past overhead and you'll have plenty of time to defeat the Drizzler.

Flyfish

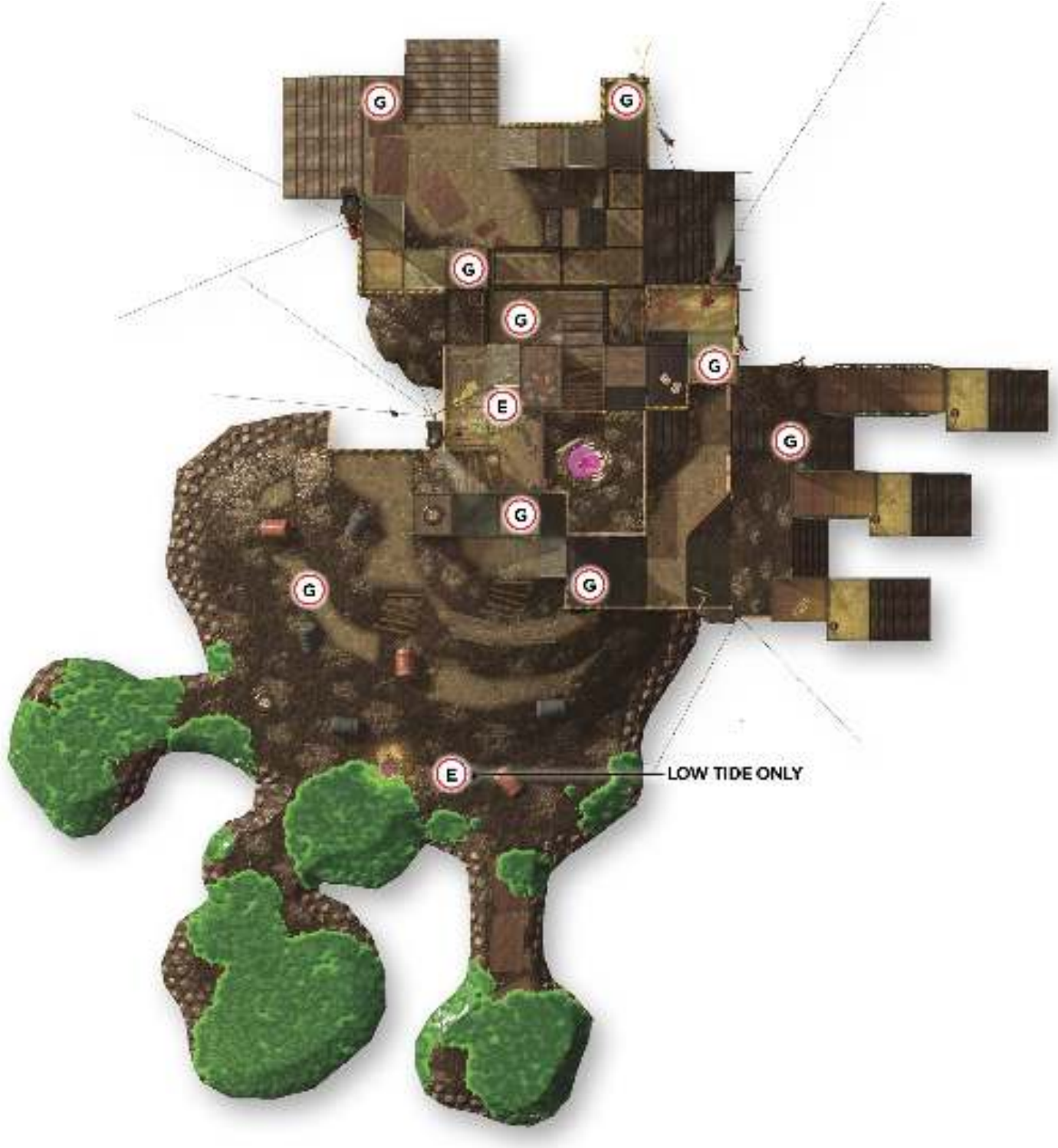


The Flyfish is a Salmonid that hovers above the ground, carrying missile launchers on each appendage. The crate-like missile launchers can deploy up to four missiles each. The Flyfish is coated in ink-repelling armor, so shooting it with your Blaster is ineffective.

The Flyfish can lock on to two targets at once, and fire up to four missiles from each launcher. The only way to defeat this Boss Salmonid is by lobbing a bomb into the missile launchers as their lids open. This is best accomplished by maintaining an elevated position so that you can better aim the bomb without having to manipulate the camera too much.

Salmon Run

Spawning Grounds



Legend	
E	Egg Basket
G	Gusher

Salmon Run takes place at the Spawning Grounds. This assemblage of concrete and metal grates is surrounded on all sides by hazardous water. At high tide, there's not even any beach to walk on. Familiarize yourself with the map as soon as you reach the island. Focus on inking the vertical surfaces and solid paths that surround the center of the map so as to give yourself plenty of escape routes. Remember, you're not inking for turf. You're inking for safety!

w

Stick together even when delivering Golden Eggs.

The narrow paths and ramps that make up the docks are all that can keep you from being completely surrounded by Salmonids during your shift. Learn the lay of the map, and lure Cohock and Boss Salmonids along these narrow paths to avoid being surrounded by Smallfry and Chum. Leap across the gaps and swim up the walls to slip away unscathed. The Salmonids can pack a punch at close range—unless you're wielding a Splat Roller or Octobrush, keep your distance.

The action is fast once a wave begins, so stick close to your teammates for safety and always be aware of your surroundings. This is especially important when on the porous metal walkways during high tide. You don't want to inadvertently squid right through the grate and into the hazardous water below.

It takes teamwork to defeat an armored Boss Salmonid like a Scrapper.

Egg Basket Location: Use the signals to alert your team to the egg basket's location. It's typically in the center of the Spawning Grounds island, on a mid-level path. During extreme low tide, the egg basket shifts to the beach.

Swim Paths: Try to maintain a continuous path of ink leading to the egg basket at all times. Not only does this help your team deliver Golden Eggs faster, but it also makes for a reliable resupplying path.

Ink the Walls: Maintain an elevated position during normal and high tides to force the Salmonids to funnel along narrow paths as they try to reach you. Leap down and circle around behind them using pre-inked walls to swim up.

Build Teamwork: There's no substitute for building a cohesive team. Practice with the same players as often as you can to stand a better chance on higher difficulty levels. Salmon Run can get very difficult, so it pays to have allies you can trust.

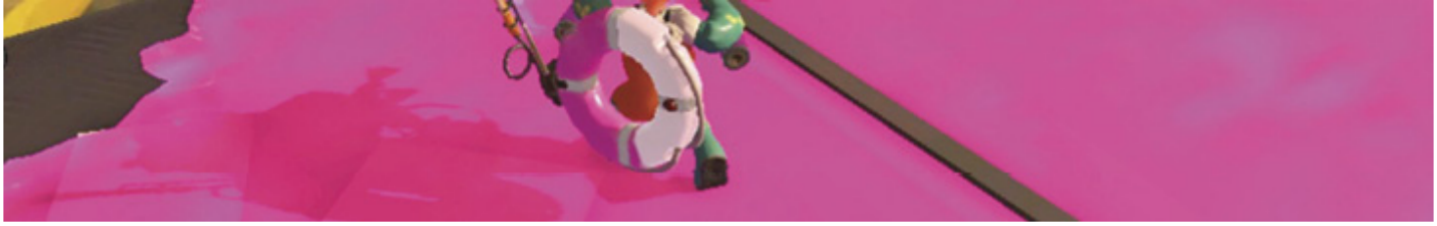
Voice Chat: Whether you're playing with the smartphone app or in the same room, voice chat can be instrumental in Salmon Run. But you still need to be clear and concise when calling for help. Let your team know if you need help on the beach, on the grates, or on the docks. After all, telling your team that you need help "over here" isn't very helpful.

Known Events

There are six random events that take place at the Spawning Grounds. The higher the difficulty you select, the greater the odds are of encountering the more dangerous hazards.

Changing Tides

The water level at the Spawning Grounds isn't constant. Sometimes the tide goes out, revealing a large amount of land that's normally underwater. The egg basket shifts to the exposed beach during low tide. Be careful, as enemies use the exposed ground to stage coordinated attacks. Push forward to the outreaches of sand as soon as you see the egg basket down on the beach!



As tricky as low-tide situations can be, high tide poses the greater threat. The hazardous water floods in, covering all of the ground and forcing Grizzco employees onto the metal walkways. Be extra careful on the grated paths, as squid-swimming through the grate drops you into the water, thus leaving you in a life ring. Fend off those Salmonids as best you can.

Rush

Beware the Glowflies, as they're your clue that a massive swarm of Salmonids is about to attack at lightning speed. The furious wave of Salmonids has a Goldie hidden among its ranks. Take out the Golden Salmonid to get the Golden Eggs to drop. The only way to fend off a rush is to concentrate your ink alongside your fellow Grizzco employees. Stock up on ink as soon as the Glowflies appear, and stand your ground together. The rushing Salmonids can easily overwhelm isolated Inklings. Your only hope of survival is to have your teammates work to fend off the rush while the player targeted with the Glowflies works to draw near the egg basket. This is because Goldies also spawn and attack the targeted player. Coordinate firepower with teammates so that there's always someone shooting ink, even while others are replenishing theirs.

Fog

The Spawning Grounds are susceptible to massive fog banks that reduce visibility and make it difficult to track enemies. Stick close to your allies—never go off alone in the fog!—and be on the lookout for Salmonids coming from all directions. It's common for Salmonids to use the fog to their advantage to launch sneak attacks from unsuspected directions. Fog can materialize at any tide level. It's particularly difficult to deal with at low tide, because merely finding your teammates can become a challenge.

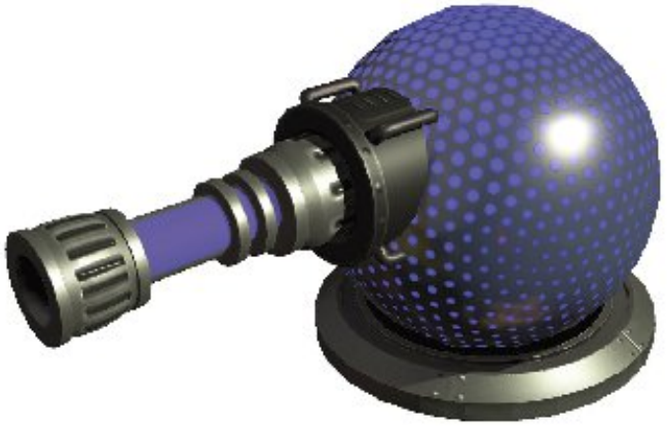
Though made more difficult by the fog, the wave can be completed as normal. The extremely rare Goldie Salmonids may appear during the fog. How rare are they? Only one in every 10,000 hatchlings is a Goldie!

Griller

These large armored vehicles are equipped with a laser-like targeting system. They emerge from the water, lock on to a target, and pursue it without wavering. Any Inkling targeted by a Griller should focus on running away. Let your teammates do the fighting while you keep ahead of the Griller and the swarming Smallfry that ride along with it. Since the Griller uses a laser to target a single enemy, turn this to your advantage and flank it accordingly. Multiple Grillers can spawn simultaneously, so work fast!

The Griller's one weak spot is the fish tail on its back. Target the weak spot with ink to stun it. Once it's stunned, additional weak points appear. Target each weak point to destroy it. Grillers drop Golden Eggs once neutralized. Keep in mind that, at this point, those Smallfry are still present. Don't forget to dispatch them before focusing too much on the Golden Eggs or the Griller. Consider having a player with the Splat Roller or Octobrush on hand to beat back the Smallfry.

Cohock Charge



What's worse that fending off a frenzy of Chum and Smallfry? A school of Cohock! Cohock attack en masse from the exposed sandbars in effort to distract you from tackling the Boss Salmonids. Fortunately, Mr. Grizz has deployed cannons (located where the Gusher ports are) for you to use against the Cohock. Clear away the Cohock with the cannon while your allies focus on Boss Salmonids. Ideally, you have at least three players manning cannons while another is available to collect Golden Eggs. The cannons can take down every Boss Salmonid, if you aim for their weaknesses—even the armored ones! Cannons do consume ink, so be mindful of your ink reserves.

Goldie Seeking

In this rare event, a large number of Gushers appear at the Spawning Grounds (you'll see the ports for the Gushers during normal play). Shoot the Gushers with ink to make them erupt. Most Gushers, once triggered, deploy lesser Salmonid such as Cohock and Chum, but one contains a Goldie. Target the Goldie with ink to force it to drop numerous Golden Eggs. Goldies move faster the more they're hit, so don't expect them to always be easy targets. If you hit the Goldie, it retreats and moves to a different Gusher. Target another Gusher to find it quickly.

The Goldie can drop upwards of six or more Golden Eggs at a time, but a Snatcher appears for every Golden Egg dropped, so be ready to protect those eggs! If the Goldie drops eight eggs, eight Snatchers appear at once to try and nab them.

Mr. Grizz's advice is sound! Spread out to find the correct Gusher fast, before Boss Salmonids appear. Locate the Goldie, then gather your team to attack it with all of your inking capabilities. Each Gusher emits light when hit. The brighter the light, the nearer the Goldie.

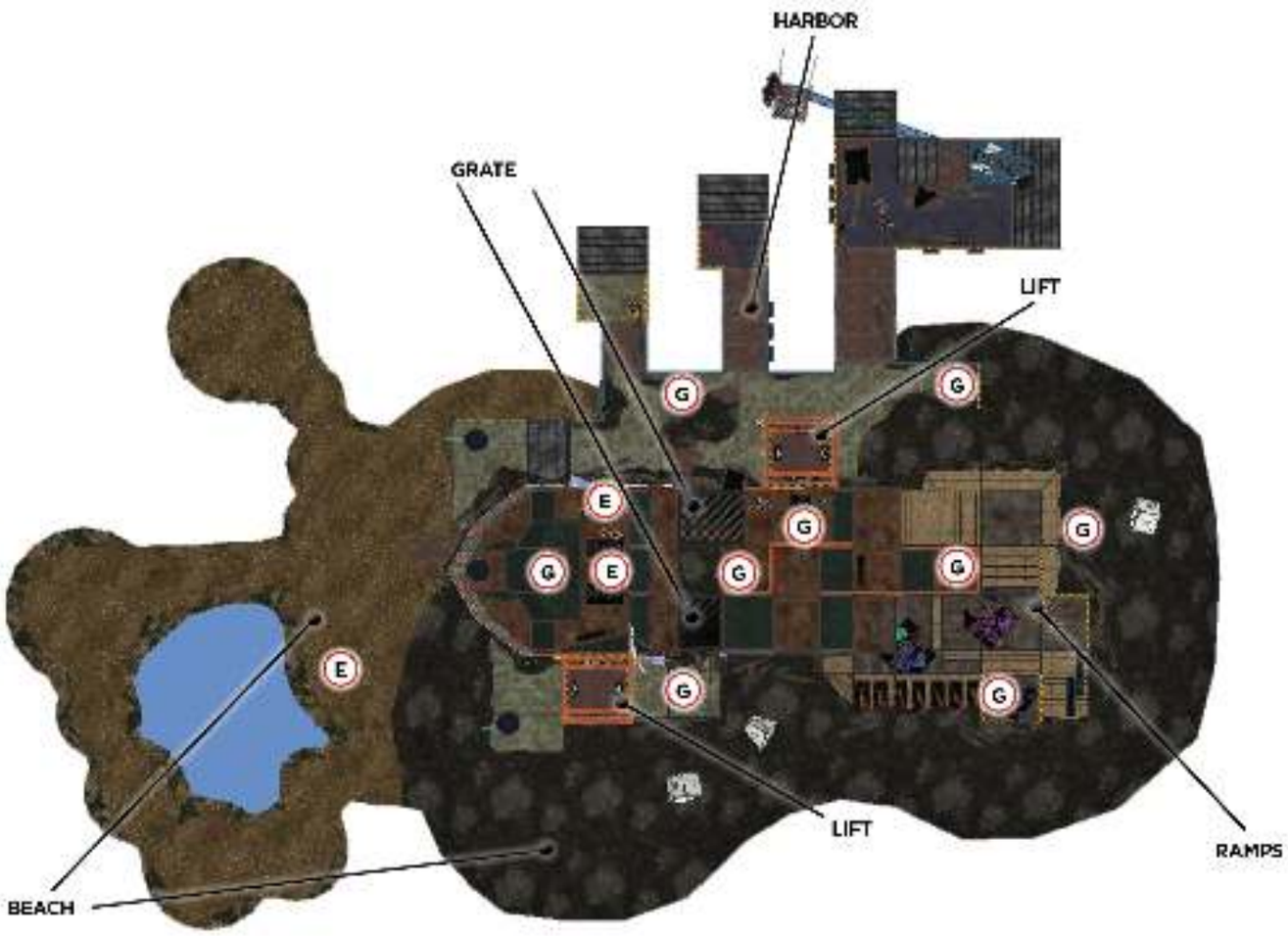
The Mothership

A Mothership appears, enabling scores of troops to join the battle via flying Chinook. These Chinook carry containers of lesser Salmonids (Chum and Smallfry, in particular) into the battle. Shoot the containers to make them explode before the Chum and Smallfry are deployed. The enemies spawn when the container hits the ground. After a few seconds, a red ring appears around the container, signaling that it's about to self-destruct. Chinook defeated by the exploding container drop Golden Eggs.

The Mothership attempts to get close to the egg basket and reclaim Golden Eggs. Target the Mothership as a team and hit it with everything you've got to repel it from the egg basket. You need to cover it with enough ink to make it retreat. Golden Eggs sucked out of the egg basket by the Mothership do not count toward the quota. Use long-range weapons to target the Mothership as soon as it appears.

Salmon Run

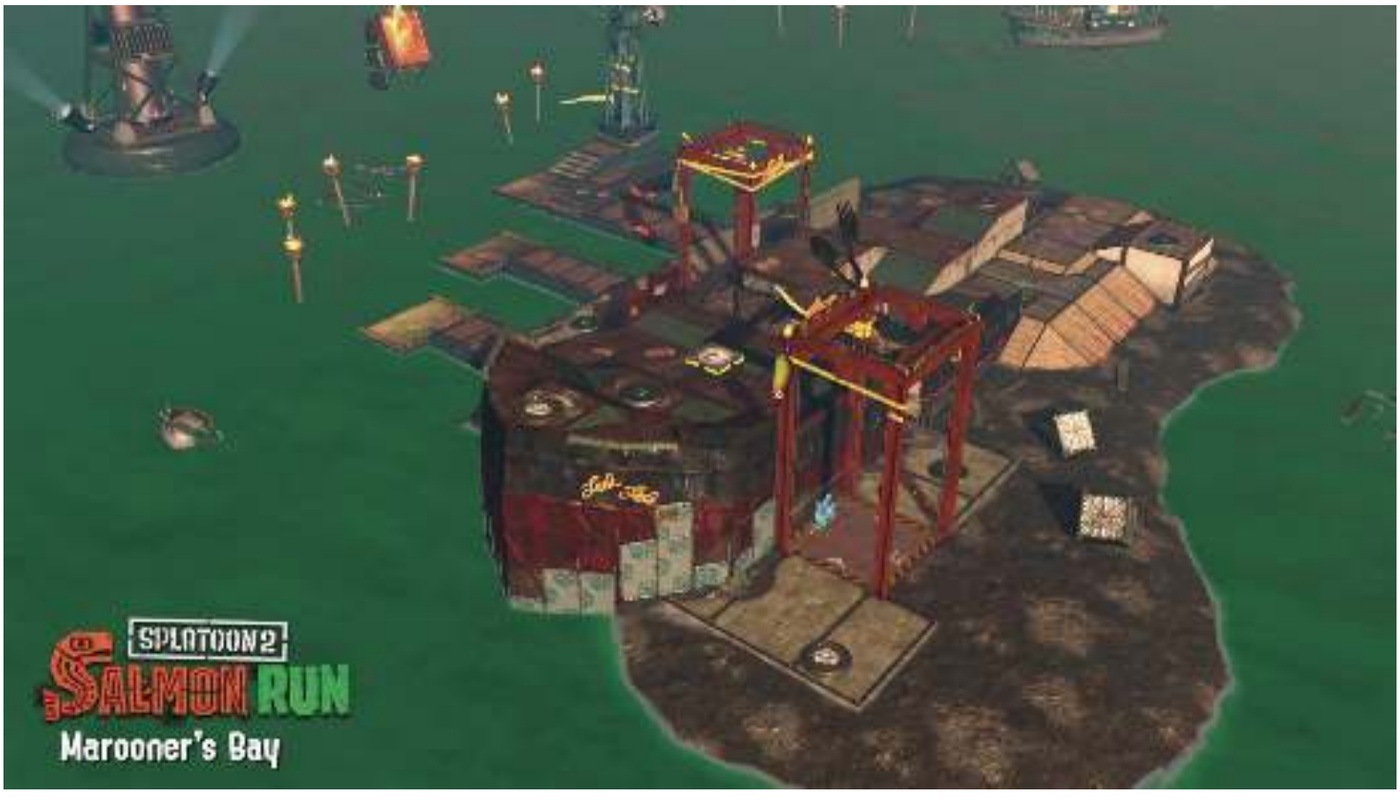
Marooner's Bay



Legend	
E	Egg Basket
G	Gusher

Overview

A derelict freighter serves as the centerpiece of this Salmon Run map, offering some unique and challenging gameplay as your team struggles to fend off waves of persistent Salmonids. The deck of the freighter is the highest point on the map and is usually home to an egg basket, located a short distance from your team's spawn area. A harbor, on the freighter's starboard side, consists of three narrow piers—watch your step here to avoid getting pushed into the water. A beach extends beneath the freighter's bow and port side. If there's no egg basket on the freighter, it's located on this beach.



Ramps

The freighter is one of the safest spots on the map, but it can be quickly overwhelmed by Salmonids approaching from the perimeter. Salmonids can't climb the vertical sides of the ship so they're forced to utilize the ramps on the freighter's stern. These ramps can serve as useful chokepoints, allowing your team to concentrate fire (and Splat Bombs) to eliminate clusters of Salmonids. Find a high spot near these ramps and fire down on the approaching Salmonids before they can access the freighter's main deck.

Grates

Exercise caution when maneuvering around the two grates on the freighter's deck. This is a high traffic area, particularly when the egg basket is placed on the ship's deck. If you enter squid form while on a grate, you'll fall through. Unintentionally falling through one of these grates can prove disastrous, especially at high tide. But even if the tide is out, dropping through the grate may isolate you from your team, making it easier for the Salmonids to swarm you. While it's safest to run across these grates, it's fastest to simply squid jump over them. Make sure the area around the grate is well inked and simply swim forward and jump. Squid jumping helps you maintain speed and momentum while carrying Golden Eggs to the basket.

Lifts

The propeller lifts on the port and starboard sides of the freighter offer a quick way to transition from the harbor or beach to the ship's deck. These function just like the lifts from Octo Canyon—simply shoot the propeller to make the lift rise. When transporting Golden Eggs from the harbor or beach onto the freighter, be mindful of your teammates. Wait for your crew to board the lift before activating it. Otherwise you may leave a teammate behind. If you find yourself left behind, quickly ink the sides of the lift and swim up to the deck. This is much faster than accessing the ramps on the ship's stern or waiting for the lift to descend.

Beach

At times the egg basket is located on the beach, beneath the freighter's bow. Before a wave starts, locate the egg basket and pre-position your team nearby. Always ink the area around the egg basket to facilitate swimming. The beach is relatively flat, so there are no height advantages—you'll need to engage the Salmonids directly as they emerge from the water. Try to stay away from the narrow peninsulas unless you have the support of teammates. If you're not careful, you can get trapped on these narrow strips of land as Salmonids swarm you from all directions. It's safer to hold the line somewhere near the egg basket, keeping your feet planted in friendly ink.

Harbor

The harbor, on the freighter's starboard side, is a frequent staging area for attacking Salmonids. While it's easiest (and safest) to ambush these enemies as they approach the ramps, if you're feeling confident, go ahead and attack the Salmonids as they emerge from the water. Sometimes it's necessary to push out onto one of the narrow piers to eliminate a troublesome Stinger. But limit your exposure on the three piers to these instances. Unless you're supported by teammates, it's easy to get trapped on a pier or knocked into the water by an aggressive Scrapper or Cohock.

Quick Tips

- When possible, try to lure Boss Salmonids, like Maws and Scrappers, onto the freighter's deck before splatting them. This makes it easier to transport Golden Eggs to the nearby egg basket. However, if you're attacked by a Stinger on the perimeter, you'll need to push out from the relative safety of the freighter to deal with these pesky long-range threats. Make sure you have at least one teammate with you before attacking a distant Stinger.
- Be careful when crowding onto a propeller lift with teammates. A well-timed attack by Maws or a Steelhead can put you all at risk. Don't get greedy—jump off the lift before the attack is executed.
- Try to stay within a teammate's line of sight at all times. When Salmonids are attacking from multiple directions, it's easy to get separated from your teammates, particularly when moving between the freighter, beach, and harbor. If you find yourself alone at the beach or harbor, retreat and rejoin your team.
- If you're equipped with a slow-firing long range weapon, like the Splat Charger, hold back and support your teammates from a safe distance. By standing atop the freighter you can easily snipe Salmonids on the beach and harbor. Watch out for Steelhead and try to pop its green ink bomb before it's launched. Your teammates may have a tough time hitting the bomb with their shorter range weapons—so make the Steelhead your priority.
- The freighter offers a great view of the map. At the start of a wave, quickly scour the perimeter to locate the approaching Salmonids. Immediately move to meet the wave and issue a "This Way!" emote to alert your teammates. Continue communicating with your teammates in this fashion to request help or to point out the locations of Golden Eggs.

Splatoon 2

Ink Battles

Getting Started

Whether or not you've rescued the Great Zapfish, Ink Battles are always available in Inkopolis Square. Enter Deca Tower to get started. During these online competitive matches, your skills are put to the test; you need quick reflexes as well as a sharp mind. Before you jump into your first match, take a moment to review the fundamentals of Ink Battles.

When you enter Deca Tower, this screen greets you, detailing your status while prompting you to join a battle. There's a wealth of information here, so let's take a closer look:

Ⓐ **Level:** This is your current level. You level up by earning Battle Points, or BP. BP is awarded for participation in Ink Battles. The accompanying meter shows how much BP is required to reach your next rank. The level cap is 50.

Ⓑ **Gold:** As you earn BP, you also earn gold. There is a 1:1 relationship between BP and gold earned. Score as much BP as possible in a match to walk away with the same amount in gold. Gold can be used to purchase new weapons, clothing, shoes, and headgear.

Ⓒ **Super Sea Snails:** Super Sea Snails are awarded during Splatfest events, and for leveling up past Level 30. Visit Murch and use your Super Sea Snails to reroll the sub abilities on your clothing, shoes, or headgear.

Ⓓ **Fresh Meter:** You gain and lose points based on how many matches you win with a specific weapon. Winning a match always awards one point; losing a match takes away points based on your current rank.

Ⓔ **Game Mode:** Here you can see the current game mode: Turf War, Splat Zones, Rainmaker, or Tower Control. Press **—** for a quick summary of the game mode's rules.

Ⓕ **Stages:** Here's a list of active stages. Press **Y** to enter one of the stages in Recon mode. This allows you to walk around the stage by yourself, ideal for exploring and strategizing before a battle.

Ⓖ **Battle Selection:** Here you can choose to participate in one of five different battle types: a regular battle, a private battle, a Ranked Battle, a League Battle, or a regular battle with friends. To play Turf War, choose a regular battle or battle with friends. Note that joining friends in a regular battle only works if your friend is already in a regular battle lobby or match. You're not guaranteed to be on your friend's team. For Splat Zones, Rainmaker, or Tower Control, choose a Ranked Battle, which becomes available at Level 10. League Battles aren't available until you obtain a B- or higher rank in Ranked Battles. Regardless of choice, you're immediately sent to a matchmaking screen, where you're joined by teammates and opponents.

Ink Battles Interface

Once you join a match, you're thrust into an Ink Battle. Before you start inking territory and splatting opponents, take a moment to study these various on-screen elements.

A Timer: The timer shows how much time remains in a match. Turf War battles last a full three minutes. Ranked and League matches of Splat Zones, Rainmaker, and Tower Control have a standard length of five minutes. They can end early if victory conditions are met, or they can last longer by going into overtime.

B Team Status: Each squid icon represents a different player. Colored icons represent active players on the stage, while grayed-out icons represent splatted players in the process of respawning. These icons change size based on a few factors:

- **Turf War:** If the match is close, both team's squid icons are the same size. If one team is winning slightly, their team status icons become slightly larger. If one team is winning by a substantial margin, their team status icons get even larger, and a "Danger!" icon appears for the losing team.
- **Ranked and League Battles:** If no one controls the objective, all squid icons are the same size. If one team controls the objective but isn't making progress toward a win, their team status icons become slightly larger. If one team controls the objective and is making progress toward a win, their team status icons become even larger, and a "Danger!" icon appears for the opposing team.

C Battle Points Counter: This counter only appears in Turf War and indicates how much ground you've personally covered in ink. At the end of the match, the amount of BP you earn is this number, plus a victory bonus of 600 if your team wins. For example, if you cover 400 BP's worth of ground and your team wins, your earn 1,000 BP. If your team loses, you earn this number in BP, with no bonus.

D Special Gauge: The Special Gauge fills as you cover ground in your ink. Once full, the gauge starts sparkling and a "Click Right Stick" icon appears. Clicking the Right Stick activates your special. Once the special is activated, the gauge drains at a rapid pace, indicating how much time remains for your special. If you get splatted, you lose half the progress in your Special Gauge.

E Sub Weapon: This icon represents your current sub weapon. Like your main weapon, sub weapons like Splat Bombs, Burst Bombs, and Suction Bombs consume ink. Make sure you have enough ink in your Ink Tank before deploying one of these sub weapons.

F Emotes: Use emote options to communicate with teammates during a match. The "This way!" emote is helpful for indicating a direction or area you wish your teammates to go to. Send out a "Booyah!" at the beginning or end of a match to build team morale. After you get splatted, an "Ouch…" emote replaces "This way!"

Turf Map and Super Jumps

After respawning, select a teammate's icon on the Turf Map to perform a Super Jump, launching your Inkling through the air and landing near the selected teammate.

While competing in Ink Battles, don't forget to press **X** to bring up the Turf Map. This map displays a live feed of ink coverage on the stage, allowing you to see where friendly and enemy ink is being spread. If you see a fresh patch of enemy ink appearing, you can determine where opponents are. The Turf Map is also necessary for Super Jumps. Immediately after spawning, select a teammate or friendly Squid Beakon on the Turf Map to perform a Super Jump. This launches your Inkling high into the air and lands you next to your teammate or Squid Beakon, ideal for applying pressure on hotly contested areas of a stage. Exercise caution when performing Super Jumps. Jumping to a teammate engaged in a heated battle can put you at a major disadvantage upon landing. Unless you have the Stealth Jump ability equipped, opponents can see where you're going to land—a ring-shaped icon appears at your landing spot. Sneaky opponents can use this info to ambush you.

Weapons

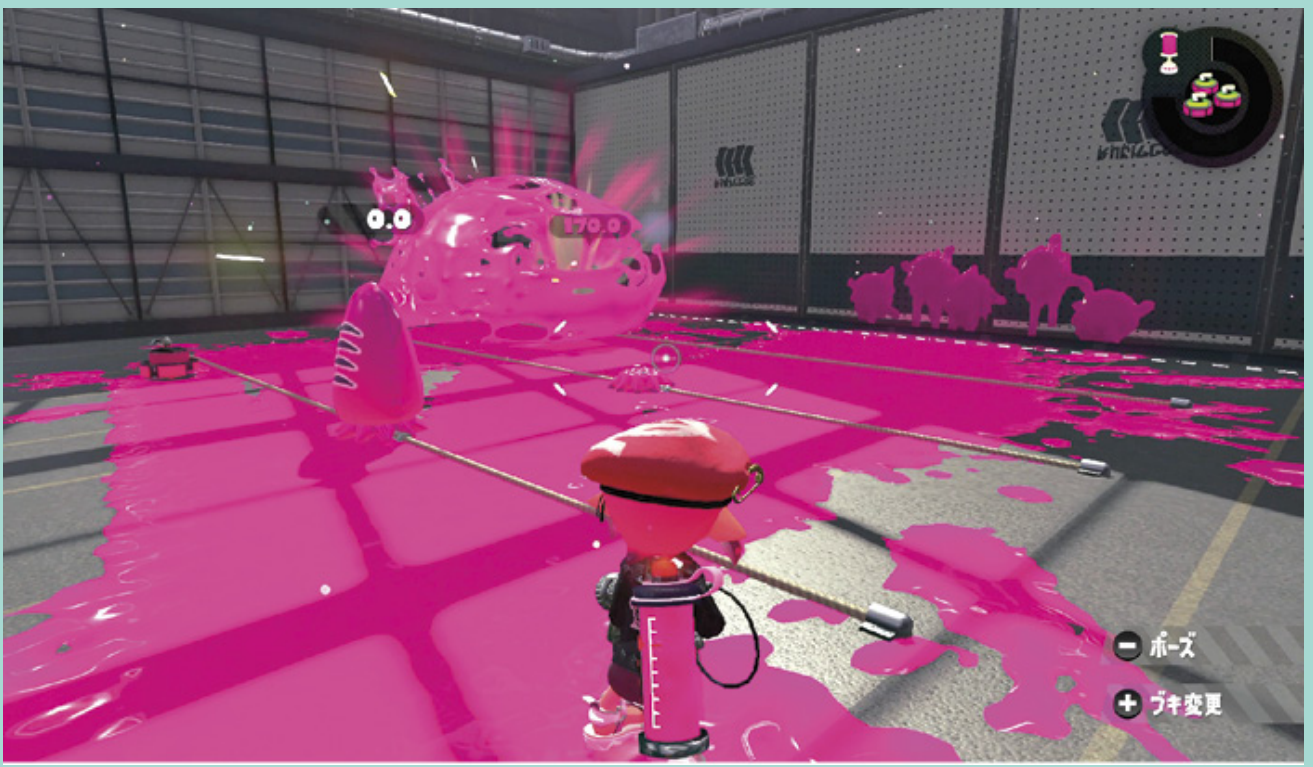
Initially, your Inkling comes equipped with the Splattershot Jr. main weapon, which includes the Splat Bomb sub weapon and Ink Armor special. This versatile loadout is excellent for new players and veterans alike. As you level up, you can purchase new weapons from Sheldon at Ammo Knights. There are six classes of main weapons, each with its own strengths and weaknesses. Instead of purchasing every weapon that becomes available, focus on weapon types that best match your style of play. Here's a glimpse at the different types of weapons. For more information on weapons, sub weapons, and specials, reference the **Weapons & Gear** chapter.

Weapon Types

Type		Description
	Rapid	Rapid-firing weapons are the most well-rounded, suitable for spreading ink in Turf War or splatting opponents in any game mode.
	Charger	These weapons must be charged before firing to reach their high-damage, long-range potential. They're better suited for sniping opponents than for spreading ink.
	Roller	Rollers are ideal for rapidly spreading ink along flat, horizontal surfaces. They can be swung to fling ink over wide areas or smack opponents.
	Blaster	These slow-firing, high-damage weapons fire ink-filled projectiles that explode in midair or upon impact. Their lack of range can make them difficult to use, but there's no denying their effectiveness in spreading ink.
	Slosher	Sloshers are essentially buckets filled with ink, ideal for spreading ink and splatting opponents at close range. Arc ink over walls to engage opponents indirectly.
	Splatling	Similar to the chargers, the Splatlings must be charged before firing a rapid barrage of ink. These weapons have impressive range and ink-coverage capability.

	Sub Weapon	Each loadout comes equipped with a sub weapon, such as Splat Bombs. These weapons provide some welcome offensive benefits, but they also consume a lot of ink.
	Special	Each loadout includes a special, like the new Inkjet. Fill the Special Gauge by covering the stage with ink. Once the gauge is filled, you can activate the special.

TEST RANGE: TRY BEFORE YOU BUY



Not sure which weapon to purchase? All weapons at Ammo Knights can be tested before you purchase them. While browsing, click the Right Stick to see how the weapon looks when equipped, and press **Y** to try it out. Experiment with the loadout's primary weapon, sub weapon, and special on a shooting range filled with various target dummies—the number above each target dummy reports how much damage it has taken from your attack. It's always a good idea to test before buying.

Gear

The clothing, shoes, and headgear worn by your Inkling function like armor. Each piece of gear has a fixed main ability that benefits your Inkling in various ways. For example, the Ink Saver (Main) ability reduces your weapon's ink consumption, allowing you to fire longer before refilling your Ink Tank. Since you have to wear clothing, shoes, and headgear at all times, you always have three main abilities active. Each piece of gear can also include up to three sub abilities. These lesser abilities aren't as effective, but since all abilities can be stacked, they work together to enhance the performance of your character during Ink Battles. New gear can be purchased with gold from Ye Olde Clothe Shoppe, Headspace, and Shella Fresh, located in the Square. Check back regularly, because stock changes daily. For more information on abilities and gear, reference the **Weapons & Gear** chapter.

Once you attain Level 4, Bisk and the other merchants sell you clothes, shoes, and headgear. The gear available for purchase rotates daily, so check back frequently.

Ink Battles

Game Modes

There are four game modes available for online matches: Turf War, Splat Zones, Rainmaker, and Tower Control. Turf War is all about covering the stage with as much ink as possible. In Ranked Splat Zones, Rainmaker, and Tower Control matches, both teams vie for control of unique objectives, which leads to some intense back-and-forth battles.

Turf War

Time Limit: 3 Minutes

Victory Conditions: Spread more ink than the other team to win.

When selecting a regular battle in the lobby, you're connected to a Turf War match. In Turf War, each team struggles to ink as much of the stage as possible in their team's ink. Only horizontal surfaces count, so don't waste your time inking walls and other vertical surfaces unless you're using them as a means of travel. Whichever team has the most coverage at the end of the match wins. BP is awarded based on two factors: the amount of ground you've covered, and a 600 BP bonus for the winning team.

In Turf War matches, don't get distracted by splatting opponents. Stay focused on the objective—spreading ink.

Ranked and League Battles

Ranked and League Battles allow you to gain much more experience, but if your team gets knocked out, you gain nothing. Knockouts occur if either team scores the Rainmaker or tower. In Splat Zones, knockouts happen when either team gets their timer to zero.

Splat Zones, Rainmaker, and Tower Control are competitive, objective-based game modes associated with Ranked and League Battles. In Ranked Battles, your wins and losses are tracked across your career, determining your rank. Once you reach Level 10, you can enter a Ranked Battle. All players begin with a rank of C- on each of the three game modes. With continued wins and accrued rank experience, you can climb the ranks: C, C+, B-, B, B+, A-, A, A+. Ranks continue upward from A+, including S-, S, and S+. Once you hit S+, you can keep ranking up with S+1, S+2, etc. Winning a match fills your Rank Meter partially. Fill the bar to rank up, potentially skipping a rank, depending on how well you do. Losing a match slowly puts cracks in your Rank Meter. If you lose too many matches, the Rank Meter breaks and you lose points in your rank. For Rank C and above, a line appears about halfway through the Rank Meter. If you're past that line when your Rank Meter breaks, you maintain your rank and your points fall below the line. If you're under the line and your Rank Meter breaks, you drop a rank. You can't fall below a rank of C-.

League Battles are only available once you attain a B- rank or higher in any of the Ranked Battles. For example, you can have a B- in Splat Zones but a lower rank in Tower Control and Rainmaker and still get in. To enter a League Battle, you must first set up a team—you need at least two players to start, but four players are highly recommended. When playing in League Battles, you compete against the entire community. After playing a couple of matches, your team is assigned a rating based on performance. Keep playing to improve your rating. League Battle stages rotate every two hours. At the end of that two-hour period, your team's rating is compared with others in the community. There are no rewards associated with League Battles, but it's a great way to see how your team stacks up against the rest.

Splat Zones

Taking control of a Splat Zone requires a team effort. Gather your team and make a coordinated attack to push back the opposition.

Time Limit: 5 Minutes

Knockout Conditions: Control the Splat Zone(s) until your team's timer reaches zero.

The goal of Splat Zones is to control all Splat Zones (marked with colored lines) by covering them in your team's ink. Most maps have one Splat Zone, but Moray Towers has two. If your team covers a significant majority of the zone in your ink, the Splat Zone becomes captured. Control all Splat Zones to begin a timer for your team that counts down from 100 to zero. Splat Zone ownership is shown in between each team's score, under the team status. The objective of Splat Zones is to have your team's timer reach zero.

If your team controls a Splat Zone and the other team takes control from you, your team incurs a time penalty. This penalty is not taken into account in the final score. If neither team reaches zero, whichever team gets the closest wins. However, if the trailing team controls all Splat Zones when time runs out, the game goes into overtime until the following occurs: the trailing team no longer controls all Splat Zones, or the trailing team's score surpasses the leading team's score. At this point, the trailing team takes the lead and wins the match.

Rainmaker

The Rainmaker carrier is visible at all times, so expect a chaotic firefight around this hotly contested objective.

Time Limit: 5 Minutes

Knockout Conditions: Carry the Rainmaker into the capture point.

Rainmaker plays like a variant of Capture the Flag. In this case, the flag has been replaced by a powerful weapon called the Rainmaker. At the start of a match, the Rainmaker is placed in the center of the stage, prompting both teams to race toward the middle. However, the Rainmaker can't be grabbed immediately; it's protected by a transparent bubble. Shoot the Rainmaker repeatedly to pop the bubble. Afterward, the Rainmaker can be grabbed by any player, regardless of which team popped the bubble. The bubble is restored whenever the Rainmaker is dropped.

When carried, the Rainmaker performs like a charger, requiring a full charge to fire a powerful explosive round with a huge blast radius. The goal is to carry the Rainmaker into the volcano-shaped capture point near the opposing team's base. There are usually two distinct routes leading to each capture point: one is typically more direct, while the other requires a lengthier travel time. The Rainmaker carrier can be seen by both teams unless traveling in their own ink, in which case the symbol disappears from the other team's view. However, opponents can still see the glow from the Rainmaker if the carrier is within line of sight, so reaching the capture point by sneaky means is difficult. Speed is usually the best option, but teamwork is essential. Consider having teammates escort the Rainmaker carrier, inking a path to the capture point. If neither team is capable of scoring the Rainmaker, the team that gets closest to the capture point wins when time expires. The distance each team has advanced toward their capture point is tracked beneath the team status icons, allowing you to see who's in the lead.

Tower Control

While riding the tower, hide in your ink or use the vertical post for cover. The tower is extremely vulnerable while stopped at low-lying checkpoints, so brace yourself for attacks originating from the high ground.

Time Limit: 5 Minutes

Knockout Conditions: Ride the tower into the capture point.

In Tower Control, Inklings vie for control of a single tower, which starts at the center of the stage. When occupied by a player, the tower moves along a predetermined route, passing through a series of two to three checkpoints before advancing into the capture point. If your team controls the tower, it moves toward the capture point near the opposing team's base; if the enemy team occupies the tower, it moves toward the capture point near your team's base. Occupying the tower is simple—ink the side and swim to the top. Staying atop the tower is the tricky part, as you're likely to encounter a barrage of bombs and incoming ink.

During this tug-of-war-style match, the tower moves faster when occupied by multiple teammates. Get at least two players on the tower to speed its advance. The tower is vulnerable while stopped at checkpoints, so be ready to defend it by securing the high ground. When defending, take up elevated positions along the tower's route and wait for the right opportunity to attack. Don't let the tower push too far into your team's territory. Like in Rainmaker, the distance the tower travels can determine the winner. If time expires before the tower is captured, the team that manages to advance the tower closest to the capture point wins the match. This distance for each team is tracked beneath the team status icons.

Ink Battles

Splatfest

Splatfest is a special event where you vote for one of two teams to represent in a series of Turf War battles. Seven days before the Splatfest begins, during *Off the Hook*, a special announcement indicates that a Splatfest is coming. The theme of the Splatfest is revealed, along with the two teams you can vote for. Following this announcement, a special screen shows up in Inkopolis Square. At the screen, vote for which team you want to represent during the Splatfest. Choose to enter the Splatfest as a solo participant or as a team. Once you place your vote, you can't change it. If entering as a team, make sure all your friends vote for the same team. Twenty-four hours before the Splatfest starts, setup begins in the Plaza—some trucks arrive, indicating the Splatfest is about to begin. Once a Splatfest begins, Ranked Battles and regular battles are unavailable; you can only participate in Splatfest battles.

Inkopolis Square is even more festive than usual during a Splatfest. Interact with the large screen to choose which team to support.

You can't participate in online matches until you choose a team. Teams can be chosen at any time during Splatfest at the voting booth. Once you choose a team and enter the Splatfest lobby, only four players, rather than eight, are required to queue for battle. Specifically, four total players from the team you've chosen.

Splatfest Tee

During Splatfest, your clothing is replaced by a Splatfest Tee, which you're unable to change. The Splatfest Tee shows up in your inventory immediately after voting. This allows you to wear it (and acquire sub abilities) before the Splatfest begins. The base Splatfest Tee comes equipped with the Ability Doubler and can support up to three sub abilities. Ability Doubler doubles the effectiveness of all sub abilities applied to the Splatfest Tee, so make sure you have all three sub abilities applied before the Splatfest begins. After the Splatfest ends, the Splatfest Tee is permanently removed from your inventory.

Results and Rewards

Splatfest Points is earned by participating in and winning matches. Winning a match earns you 4 Splatfest Points, and your participation bonus is based on how much BP's worth of ground you cover in ink during the match. Cover 200-399 BP's worth of ground to earn one bonus participation Splatfest Point. Cover 400 or more BP's worth of ground to earn two bonus participation Splatfest Points. Those are the only two thresholds for participation bonuses. You can earn a maximum of 6 Splatfest Points per match if your team wins and you cover at least 400 BP's worth of ground during the match.

Splatfest Titles and Rewards

Rank	Splatfest Points Required	Winning Team Super Sea Snail	Losing Team Super Sea Snail
Fanboy/Fangirl	—	3	2
Fiend	10	5	3
Defender	25	9	7
Champion	50	16	13
King/Queen	99	24	21

Splatfest lasts for a few days. Once it's over, the results are announced during a broadcast of *Off the Hook*. The results of a Splatfest are based on two factors:

Popularity: The percentage of the vote each team gets.

Wins: The percentage of matches each team wins.

After the results, you're awarded Super Sea Snails based on the Splatfest title you've earned. Super Sea Snails are used to add and reroll sub ability slots on gear via Murch. If you're on the winning team, you earn bonus Super Sea Snails based on the title you achieved.

Pearl and Marina host the Splatfest activities from the Square's stage, just above Deca Tower's entrance.

Splatoon 2

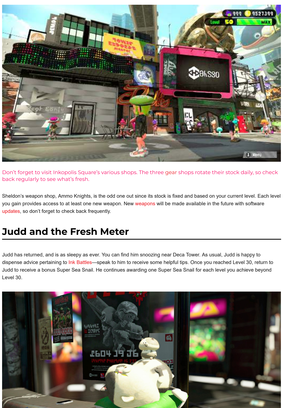
Ink Battles

Square Activities

As addictive as Ink Battles are, don't forget to take a breakand explore the Square. This is where you can spend some of your hard-earned gold on new weapons and gear. Visit Judd for advice, or speak to Murch to customize your gear. Redeem tickets at Crusty Sean's to gain some bonuses.

Galleria

Do you have gold burning a hole in your pocket? Look no further than the Square's Galleria. This collection of shops is the perfect place to unload some gold in exchange for new weapons and gear. Visit Ye Olde Cloth Shoppe, Headspace, and Shella Fresh to purchase new clothing, headgear, and shoes, respectively. Shock is rotated daily in these shops, so check back frequently to see what new items the proprietors have for sale.



Don't forget to visit Inkopolis Square's various shops. The three gear shops rotate their stock daily, so check back regularly to see what's fresh.

Sheldon's weapon shop, Ammo Knights, is the odd one out since its stock is fixed and based on your current level. Each level you gain provides access to at least one new weapon. New weapons will be made available in the future with software updates, so don't forget to check back frequently.

Judd and the Fresh Meter

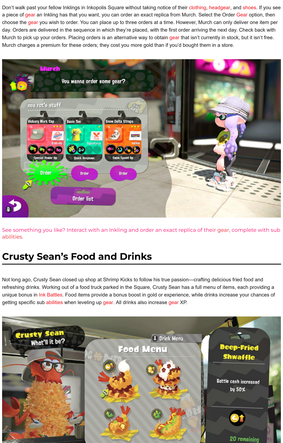
Judd has returned, and is as sleepy as ever. You can find him snoozing near Deca Tower. As usual, Judd is happy to dispense advice pertaining to Ink Battles—speak to him to receive some helpful tips. Once you reached Level 30, return to Judd to receive a bonus Super Sea Snail. He continues awarding one Super Sea Snail for each level you achieve beyond Level 30.

While he's always sleepy, Judd never tires of offering Inklings advice. He even hands out Super Sea Snails once you reach Level 30.

The more wins you string together, the more you ascend the Fresh Meter ranks, receiving a point for each win. There are four ranks on the Fresh Meter: Dry, Raw, Fresh, and SUPERFRESH. Each rank is determined by the number of points you accumulate. The higher your rank, the more bonus experience you gain at the end of a match. However, you can lose points too. Losing a match results in a penalty, potentially dropping your rank. Maintain a high Fresh Meter rank to benefit from an award of varying amounts of bonus BP at the end of a match.

You receive a Freshness Bonus! for racking up consecutive wins while using the same weapon. Each weapon has its own rank. When you hit a new rank, you receive bonus points at the end of the match. It should be noted that these bonus points do not apply toward gear XP.

Murch: Gear Customization



Murch can be found next to Deca Tower. Speak with him if you wish to customize the sub abilities attached to your gear.

Spyke has moved on, but fortunately Murch is around to help customize your gear. Visit Murch in the Square's alley once you reach Level 4 or higher—he doesn't do business with newbies. Doing business with Murch isn't cheap, either. You need Super Sea Snails awarded from Splatfests or Judd to take advantage of Murch's specialized services. Murch offers several options:

Order Status: If you've placed an order with Murch, select this option to get an update. To obtain an order from Murch, you must first place an order by interacting with an Inkling in the Square.

Increase Slots/Reroll: Want an extra sub ability slot added to your gear? Murch can add a slot for the cost price of one Super Sea Snail. Murch can also reroll the sub abilities associated with your clothing, shoes, and headgear for the same price. Once confirmed, all slots on the piece of gear you've selected are randomized. Rerolling sub abilities makes sense when you're unsatisfied with the current configuration.

Scrub Slots: Not satisfied with a gear's sub abilities? Instead of rerolling, Murch can scrub them. This requires you to refill these slots by earning BP through Ink Battles. Sub abilities scrubbed from gear are returned to you as ability chunks.

Use Ability Chunks: If you've gear scrubbed by Murch, you have ability chunks in your inventory. It takes 10 ability chunks of the same type to apply the corresponding ability to a piece of gear. For example, if you have 10 Swim Speed Up ability chunks, you can add Swim Speed Up to a piece of gear. However, the price increases when applying the same ability to one piece of gear. So if an item already has Swim Speed Up, it takes 20 Swim Speed Up ability chunks to apply the second ability. Or 30 Swim Speed Up chunks if there are already two Swim Speed Up abilities applied to a piece of gear.

SplatNet Order: You can order gear through the Nintendo Switch Online app on your smartphone. There are six pieces of gear available at all times, and the gear available rotates every two hours. After you order the gear through the app, it becomes available for purchase via talking to Murch in the Square. Unlike orders placed through characters in-game, which take a day to become purchasable, this gear is available instantly.

Placing Orders

Don't walk past your fellow Inklings in Inkopolis Square without taking notice of their clothing, headgear, and shoes. If you see a piece of gear an Inkling has that you want, you can order an exact replica from Murch. Select the Order Gear option, then choose the gear you wish to order. You can place up to three orders at a time. However, Murch can only deliver one item per day. Orders are delivered in the sequence in which they're placed, with the first order arriving the next day. Check back with Murch to pick up your orders. Placing orders is an alternative way to obtain gear that isn't currently in stock, but it isn't free. Murch charges a premium for these orders: they cost you more gold than if you'd bought them in a store.

See something you like? Interact with an Inkling and order an exact replica of their gear, complete with sub abilities.

Crusty Sean's Food and Drinks

Not long ago, Crusty Sean closed up shop at Shrimp Kicks to follow his true passion—crafting delicious fried food and refreshing drinks. Working out of a food truck parked in the Square, Crusty Sean has a full menu of items, each providing a unique bonus in Ink Battles. Food items provide a bonus boost in gold or experience, while drinks increase your chances of getting specific sub abilities when leveling up gear. All drinks also increase gear XP.

Crusty Sean has relocated to Inkopolis Square, selling savory fried foods and thirst-quenching drinks from a food truck.

You can't simply buy these items with gold. You need tickets retrieved from Octo Canyon, obtained by playing matches in the Shoal, or received from Grizzco Industries in Salmon Run. Once you have a ticket, redeem it at this food truck for a specific item on the menu. Bonuses gained from food and drinks last for 20 matches. These bonuses can't be stacked—consuming a new food or drink overrides the active bonus. Here's a breakdown of what Crusty Sean has to offer:

Crusty Sean's Menu

Food

Name	Description
Deep-Fried Shwaffle	Battle cash increased by 50%.
Double-Fried Super Shwaffle	Battle cash doubled!
Crusty Seanwich	Battle experience gain increased by 50%.
Super Seanwich	Battle experience doubled!

Drink

Name	Description
Main-Saver Lemon	Slightly increases the chance of receiving Ink Saver (Main) when your gear levels up. Increases gear XP.
Sub-Saver Berry	Slightly increases the chance of receiving Ink Saver (Sub) when your gear levels up. Increases gear XP.
Ink-Charge Melon	Slightly increases the chance of receiving Ink Recovery Up when your gear levels up. Increases gear XP.
Run-Speed Tomato	Slightly increases the chance of receiving Run Speed Up when your gear levels up. Increases gear XP.
Swim-Speed Apple	Slightly increases the chance of receiving Swim Speed Up when your gear levels up. Increases gear XP.
Special-Charge Shake	Slightly increases the chance of receiving Special Charge Up when your gear levels up. Increases gear XP.
Special-Saver Latte	Slightly increases the chance of receiving Special Saver when your gear levels up. Increases gear XP.
Special-Up Smoothie	Slightly increases the chance of receiving Special Power Up when your gear levels up. Increases gear XP.
Short-Respawn Mocha	Slightly increases the chance of receiving Quick Respawn when your gear levels up. Increases gear XP.
Quick-Jump Orange	Slightly increases the chance of receiving Quick Super Jump when your gear levels up. Increases gear XP.
Sub-Up Juice	Slightly increases the chance of receiving Sub Power Up when your gear levels up. Increases gear XP.
Ink-Shoe Grape	Slightly increases the chance of receiving Ink Resistance Up when your gear levels up. Increases gear XP.
Blast-Armor Peach	Slightly increases the chance of receiving Bomb Defense Up when your gear levels up. Increases gear XP.
Mark-Shaker Cocoa	Slightly increases the chance of receiving Cold-Blooded when your gear levels up. Increases gear XP.

Splatoon 2

Weapons & Gear

How to Purchase Weapons

The more you participate in Ink Battles, the quicker you level up. With each level you attain, you unlock new weapons available for purchase at Ammo Knights. Speak with Sheldon, and he'll be more than happy to tell you all about the new weapons he has in stock. Each weapon is unique, with varied ranges, rates of fire, and damage output. Before spending your hard-earned gold, give each weapon a quick test-drive to ensure it matches your Ink Battle needs and style of play—Sheldon allows weapons to be tested on a shooting range before you purchase them. Pay attention to the weapon's loadout too. Each weapon has its own sub weapon and special. Take into account how all three weapons work together. Some loadouts are better suited for Turf War, while others may work better in Splat Zones, Rainmaker, or Tower Control. If you don't care for a certain weapon, set it aside and save your money for future unlocks or gear. Purchased weapons can be equipped immediately, ready for your next Ink Battle.

New weapons are unlocked each time you level up. Be sure to visit Sheldon at Ammo Knights to see what he has in stock.

Weapon Unlock Progression

Name	Cost	Rank	Sub	Special
Splattershot Jr.	—	1	Splat Bomb	Ink Armor
Splattershot	900	2	Burst Bomb	Splashdown
Splat Roller	1,800	3	Curling Bomb	Splashdown
Splat Charger	2,200	3	Splat Bomb	Sting Ray
Tentatek Splattershot	2,100	4	Splat Bomb	Inkjet
Splat Dualies	2,400	4	Burst Bomb	Tenta Missiles
Blaster	3,000	5	Toxic Mist	Splashdown
Slosher	2,500	5	Suction Bomb	Tenta Missiles
Aerospray MG	4,900	6	Suction Bomb	Curling Bomb Launcher
Carbon Roller	6,200	7	Autobomb	Ink Storm
Heavy Splatling	7,800	8	Sprinkler	Sting Ray
N-Zap '85	7,100	9	Suction Bomb	Ink Armor
Splattershot Pro	13,800	10	Point Sensor	Ink Storm
Octobrush	8,200	10	Autobomb	Inkjet
Enperry Splat Dualies	9,000	11	Curling Bomb	Inkjet
Krak-On Splat Roller	9,200	12	Squid Beakon	Baller
Rapid Blaster	9,800	13	Ink Mine	Splat Bomb Launcher
.52 Gal	9,500	14	Point Sensor	Baller
Splatterscope	11,400	15	Splat Bomb	Sting Ray
Tri-Slosher	10,200	15	Burst Bomb	Ink Armor
Firefin Splat Charger	10,600	16	Splash Wall	Suction Bomb Launcher
Jet Squelcher	11,300	17	Toxic Mist	Tenta Missiles
L-3 Nozzlenose	10,400	18	Curling Bomb	Baller
Luna Blaster	12,100	19	Splat Bomb	Baller
Dynamo Roller	24,500	20	Ink Mine	Sting Ray
E-liter 4K	13,900	20	Ink Mine	Ink Storm
.96 Gal	12,600	21	Sprinkler	Ink Armor
Goo Tuber	13,400	22	Suction Bomb	Splashdown
Mini Splatling	12,300	23	Burst Bomb	Tenta Missiles
Flingza Roller	15,700	24	Splash Wall	Splat Bomb Launcher
Splash-o-matic	11,200	25	Toxic Mist	Inkjet
Firefin Splatterscope	13,900	25	Splash Wall	Suction Bomb Launcher
Dapple Dualies	14,700	26	Squid Beakon	Suction Bomb Launcher
Custom Blaster	15,300	27	Autobomb	Inkjet
Aerospray RG	16,900	28	Sprinkler	Baller
H-3 Nozzlenose	17,200	29	Point Sensor	Tenta Missiles
Clash Blaster	18,200	30	Splat Bomb	Sting Ray
E-liter 4K Scope	23,200	30	Ink Mine	Ink Storm

Weapons

Splattershot Jr.

Weapon Stats

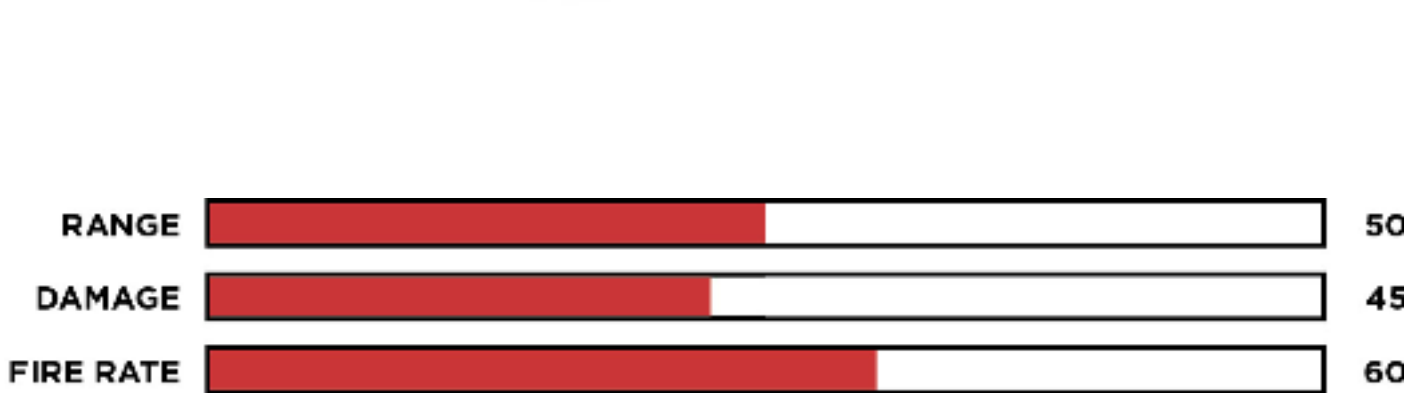
Weapon Type:	Rapid
Level Unlocked:	1
Cost:	0
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sub Weapon: Splat Bomb

Special: Ink Armor

Weapons

Splattershot



Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	2
Cost:	900
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Burst Bomb

Special: Splashdown

Weapons

Splat Roller

Weapon Stats

Weapon Type:	Roller
Level Unlocked:	3
Cost:	1,800
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Curling Bomb

Special: Splashdown

Weapons

Splat Charger

Weapon Stats

Weapon Type:	Charger
Level Unlocked:	3
Cost:	2,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Splat Bomb

Special: Sting Ray

Weapons

Tentatek Splattershot

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	4
Cost:	2,100
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p

Sub Weapon: Splat Bomb

Special: Inkjet

Weapons

Splat Dualies

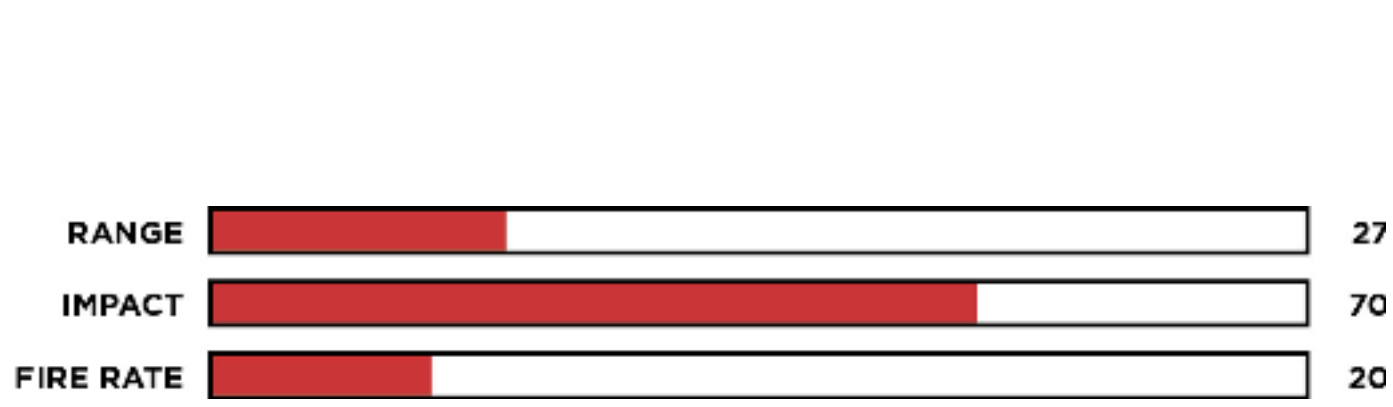
Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	4
Cost:	2,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Burst Bomb

Special: Tenta Missiles

Weapons

Blaster



Weapon Stats	
Weapon Type:	Blaster
Level Unlocked:	5
Cost:	3,000
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Toxic Mist

Special: Splashdown

Weapons

Slosher

Weapon Stats

Weapon Type:	Slosher
Level Unlocked:	5
Cost:	2,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Suction Bomb

Special: Tenta Missiles

Weapons

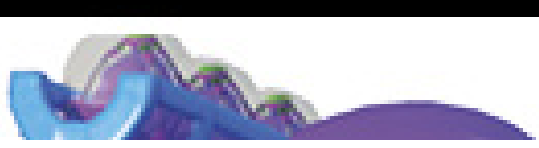
Aerospray MG

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	6
Cost:	2,500
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	170p

Sub Weapon: Suction Bomb

Special: Curling Bomb Launcher



Weapons

Carbon Roller

Weapon Stats

Weapon Type:	Roller
Level Unlocked:	7
Cost:	6,200
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sub Weapon: Autobomb

Special: Ink Storm

Weapons

Heavy Splatling

Weapon Stats	
Weapon Type:	Splatling
Level Unlocked:	8
Cost:	6,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Sprinkler

Special: Sting Ray

Weapons

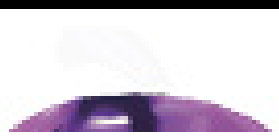
N-Zap ’85

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	9
Cost:	7,100
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Suction Bomb

Special: Ink Armor



Weapons

Splattershot Pro

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	10
Cost:	13,800
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Point Sensor

Special: Ink Storm

Weapons

Octobrush

Weapon Stats

Weapon Type:	Brush
Level Unlocked:	10
Cost:	8,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Autobomb

Special: Inkjet

Weapons

Enperry Splat Dualies

Weapon Stats

Weapon Type:	Dualie
Level Unlocked:	11
Cost:	9,000
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Curling Bomb

Special: Inkjet

Weapons

Krak-On Splat Roller

Weapon Stats

Weapon Type:	Roller
Level Unlocked:	12
Cost:	9,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Squid Beakon

Special: Baller

Weapons

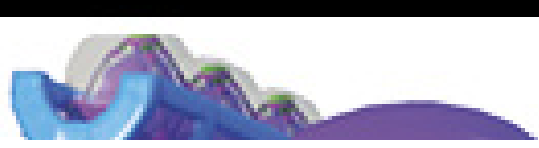
Rapid Blaster

Weapon Stats

Weapon Type:	Blaster
Level Unlocked:	13
Cost:	9,800
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

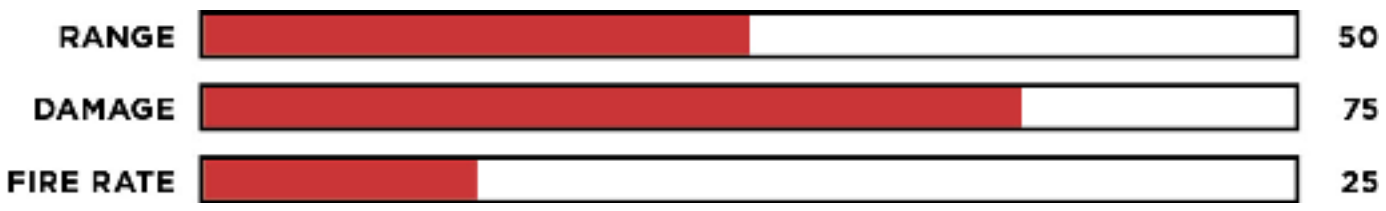
Sub Weapon: Ink Mine

Special: Splat Bomb Launcher



Weapons

.52 Gal



Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	14
Cost:	9,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Point Sensor

Special: Baller

Weapons

Splatterscope

Weapon Stats

Weapon Type:	Charger
Level Unlocked:	15
Cost:	9,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Splat Bomb

Special: Sting Ray

Weapons

Tri-Slosher

Weapon Stats

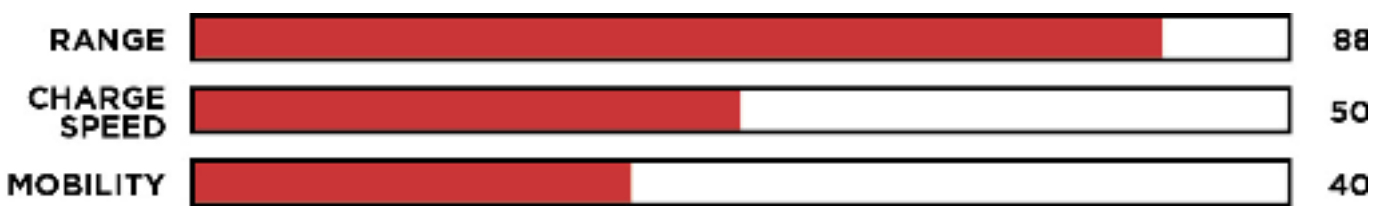
Weapon Type:	Slosher
Level Unlocked:	15
Cost:	10,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Burst Bomb

Special: Ink Armor

Weapons

Firefin Splat Charger

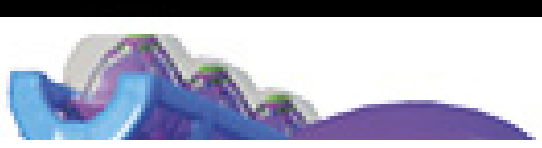


Weapon Stats

Weapon Type:	Charger
Level Unlocked:	16
Cost:	10,600
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p

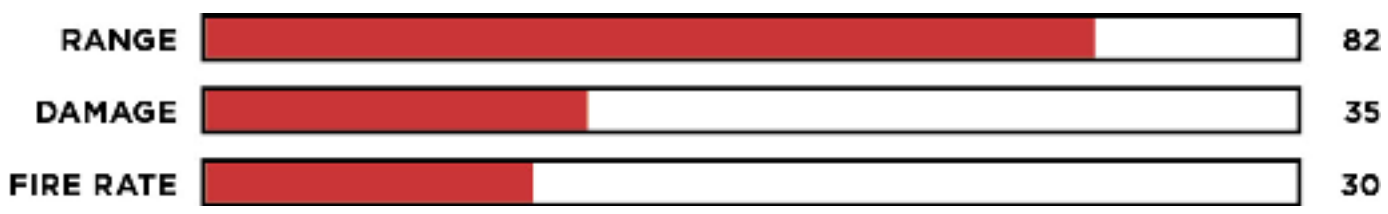
Sub Weapon: Splash Wall

Special: Suction Bomb Launcher



Weapons

Jet Squelcher



Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	17
Cost:	13,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Toxic Mist

Special: Tenta Missiles

Weapons

L-3 Nozzlenose

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	18
Cost:	10,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Curling Bomb

Special: Baller

Weapons

Luna Blaster

Weapon Stats

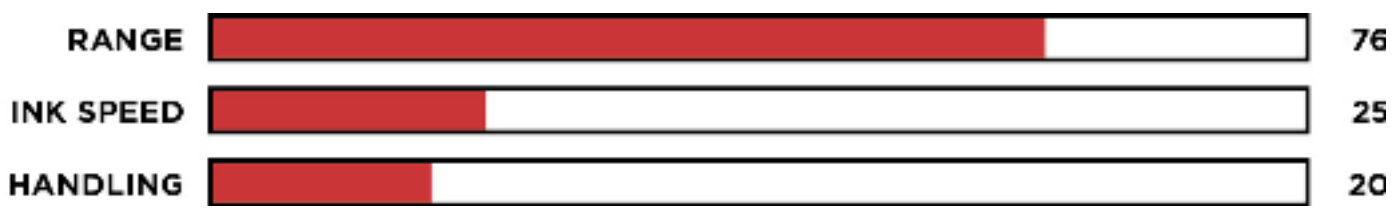
Weapon Type:	Blaster
Level Unlocked:	19
Cost:	12,100
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Splat Bomb

Special: Baller

Weapons

Dynamo Roller



Weapon Stats

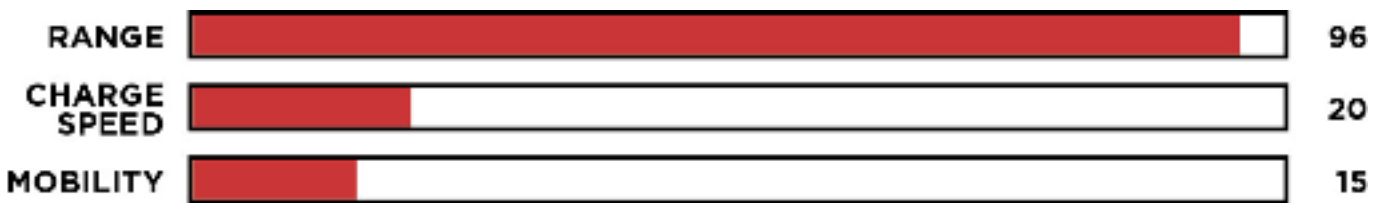
Weapon Type:	Roller
Level Unlocked:	20
Cost:	24,500
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Ink Mine

Special: Sting Ray

Weapons

E-liter 4K



Weapon Stats

Weapon Type:	Charger
Level Unlocked:	20
Cost:	13,900
Ink Consumption:	High
Travel Speed:	Low
Points for Special:	190p

Sub Weapon: Ink Mine

Special: Ink Storm

Weapons

.96 Gal

RANGE 70

DAMAGE 75

FIRE RATE 10

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	21
Cost:	12,600
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Sprinkler

Special: Ink Armor

Weapons

Goo Tuber

Weapon Stats

Weapon Type:	Charger
Level Unlocked:	22
Cost:	13,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Suction Bomb

Special: Splashdown

Weapons

Mini Splatling

Weapon Stats

Weapon Type:	Splatling
Level Unlocked:	23
Cost:	12,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Burst Bomb

Special: Tenta Missiles

Weapons

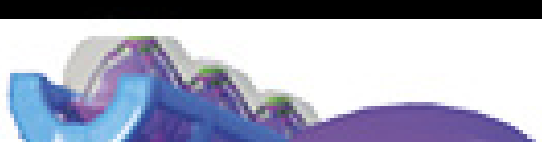
Flingza Roller

Weapon Stats

Weapon Type:	Roller
Level Unlocked:	24
Cost:	15,700
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Splash Wall

Special: Splat Bomb Launcher



Weapons

Splash-o-matic

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	25
Cost:	11,200
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sub Weapon: Toxic Mist

Special: Inkjet

Weapons

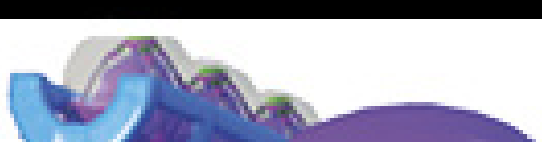
Firefin Splatterscope

Weapon Stats

Weapon Type:	Charger
Level Unlocked:	25
Cost:	13,900
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p

Sub Weapon: Splash Wall

Special: Suction Bomb Launcher



Weapons

Dapple Dualies

Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	26
Cost:	14,700
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sub Weapon: Squid Beakon

Special: Suction Bomb Launcher

Weapons

Custom Blaster

Weapon Stats

Weapon Type:	Blaster
Level Unlocked:	27
Cost:	15,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Autobomb

Special: Inkjet

Weapons

Aerospray RG

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	28
Cost:	16,900
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sub Weapon: Sprinkler

Special: Baller

Weapons

H-3 Nozzlenose

Weapon Stats

Weapon Type:	Rapid
Level Unlocked:	29
Cost:	17,200
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Point Sensor

Special: Tenta Missiles

Weapons

Clash Blaster

RANGE 21

IMPACT 20

FIRE RATE 65

Weapon Stats

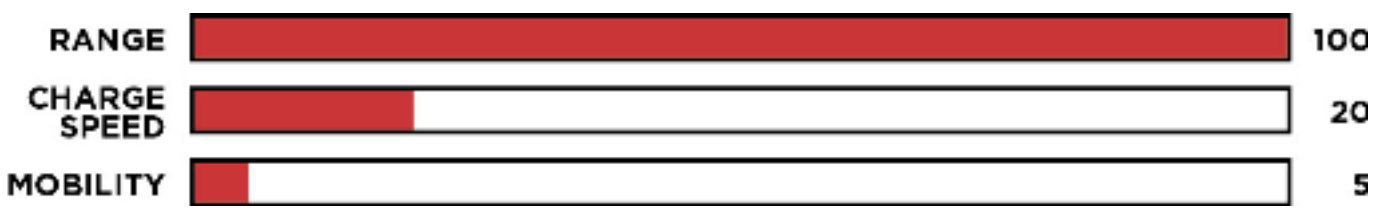
Weapon Type:	Blaster
Level Unlocked:	30
Cost:	18,200
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	170p

Sub Weapon: Splat Bomb

Special: Sting Ray

Weapons

E-liter 4K Scope



Weapon Stats

Weapon Type:	Charger
Level Unlocked:	30
Cost:	23,200
Ink Consumption:	High
Travel Speed:	Low
Points for Special:	190p

Sub Weapon: Ink Mine

Special: Ink Storm

Weapons

DLC Weapons

Stay tuned to Off the Hook for announcements detailing the release of new weapons. Once released, these weapons can be purchased from Sheldon at Ammo Knights and used in Ink Battles. Like all weapons, each DLC weapon has a rank requirement before you can purchase it. If you haven't reached the requisite rank you'll need to put in a bit more time into Ink Battles to level up.

Inkbrush

RANGE	5
CHARGE SPEED	100
MOBILITY	100

Weapon Stats	
Weapon Type:	Brush
Level Unlocked:	5
Cost:	2,600
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	170p

Sub Weapon: Splat Bomb

Special: Splashdown

Sheldon’s Notes

The Inkbrush is a super-light brush weapon that lets you ink your way forward with blistering speed! It’s not terribly strong, but you can make up for that by pairing its lightning speed with a splat bomb to confound opponents! A Splashdown will further stir up the front lines, so put this set in the hands of those who like to disrupt the battlefield.

Tips

- The Inkbrush is the first weapon available as DLC, providing new players with a formidable brush weapon at a fraction of the cost of an Octobrush. Splat Bombs and the Splashdown special make this a well-rounded package.
- The weapon performs just like a roller. Hold down ZR while running to leave behind a narrow path of ink. Due to the weapon’s lightweight design, you can travel extremely fast while rolling ink. This can come in handy for quickly reaching objectives during ranked matches of Splat Zones, Tower Control, and Rainmaker. The weapon’s speed is also effective for making hasty retreats, rapidly pushing through enemy ink.
- While the Inkbrush allows you to move quickly while rolling ink, swinging the brush laterally allows you to spread ink over a wider area. Swing the brush a couple of times then swim forward to rapidly ink an area. The Inkbrush is particularly effective when holding the high ground. This allows you to fling ink over a wide area. Or look for opportunities to drop down on unsuspecting opponents with a Splashdown.

Dualie Squelchers

Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	12
Cost:	9,800
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p

Sheldon's Notes

The Dualie Squelchers are dualie versions of the Jet Squelcher. They feature an exceptional combination of highly accurate, rapid fire after rolling, and longish range. You can pinpoint your opponents' positions with the Point Sensor and Tenta Missiles, making you a real nuisance to the enemy team! And you can dodge-roll away from opponents who get close! I recommend them for nimble fighters who want to support their team!

Tips

- While the Dualie Squelchers lack the high rate of fire of the Splat Dualies, the improved range is a worthwhile tradeoff. This allows you to operate at medium-to-long range, inking many opponents before they can even retaliate. But don't try to duel opponents equipped with longer range weapons, like the Splattershot Pro, Jet Squelcher, or the chargers—the Dualie Squelchers lack the range and damage output of these weapons.
- Don't forget to dodge-roll while firing. Like the Splat Dualies, you can perform up to two consecutive dodge-rolls while firing the Dualie Squelchers. Your accuracy increases during dodge-rolls, indicated by the single aiming reticle. So try to keep your sights trained on an opponent during and immediately following a dodge-roll to benefit from this temporary boost in accuracy.

- The Dualie Squelchers fire narrow streams of ink, making them better suited for targeting opponents than spreading ink. So instead of equipping this weapon for Turf War, consider using it in ranked matches of Splat Zones, Tower Control, or Rainmaker. The Point Sensor and Tenta Missiles are more effective in these modes too, often allowing you to target multiple opponents at once—wait until they're clustered around objectives before deploying the sub weapon or special.

Sploosh-o-matic

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	10
Cost:	9,700
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p

Sheldon's Notes

With its wide muzzle, the Sploosh-o-matic is well suited for close-combat situations! The Curling Bombs allow you to clear narrow pathways and push farther into enemy territory. And once you're there, send enemies back to their spawn point with the Splashdown! This close-range weapon set excels at opening holes in your opponent's defenses for your teammates to exploit.

Tips

- The Sploosh-o-matic debuted just before the first Splatfest, offering Inklings a formidable option during tense Turf War battles. Despite its short range, this weapon excels at ink coverage, rapidly firing thick streams of ink, leaving little need to apply touch-ups. For best results, keep moving while firing, panning the weapon laterally to increase coverage. Once an area is coated, swim through your ink to a new area and start over, continually expanding your team's territory.

- Avoid direct confrontation with opponents when possible. The Sploosh-o-matic has very limited range, with only slightly more reach than the Luna Blaster. This puts you at a serious disadvantage during duels as most opponents can hit you long before you can retaliate. So if you come under fire, retreat to a safe distance and look for opportunities to flank or ambush your pursuer. The weapon's short range makes it best utilized for ink coverage during Turf War matches. But crafty players can pull off some sneaky splats in ranked game modes.

- While the Sploosh-o-matic has its limitations, don't forget to put those Curling Bombs and the Splashdown special to use. Curling Bombs give this set a much needed boost in range, allowing you to ink narrow paths you can swim through, ideal for retreating or pushing deep into enemy territory. Take the high ground and try to ambush opponents from above with a devastating Splashdown. Or if you come under attack, use the Splashdown splat nearby opponents.

Splat Brella

Weapon Stats	
Weapon Type:	Brella
Level Unlocked:	9
Cost:	8,300
Ink Consumption:	Moderate
Travel Speed:	Moderte
Points for Special:	170p

Sheldon's Notes

This here is the Splat Brella. It features a completely different fighting style than any other weapon type. You can scatter ink in front of you with ZR! But if you keep holding ZR, your umbrella will open up, shielding you from enemy attacks! Furthermore, if you hold down ZR even longer, you can launch the umbrella shield, and it'll zoom forward while blocking attacks. The Sprinkler sub weapon and the Ink Storm special further enhance your support capabilities. This is a great set for getting your head around the brella!

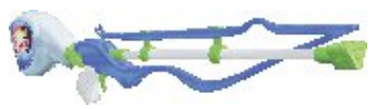
Tips

- The Splat Brella functions identically to the Hero Brella, initially available in Octo Canyon. Tap ZR to fire a powerful, linear blast of ink. When engaging opponents, the Splat Brella inflicts optimal damage at close range, splatting opponents with only two shots—it takes at least three shots at longer ranges. This isn't a rapid firing weapon, so continuously tap ZR to fire consecutive shots. Holding down ZR deploys the weapon's umbrella feature, useful for blocking incoming ink. You can't fire the weapon while the umbrella is deployed—releasing ZR stows the umbrella. But if opponents make contact with the umbrella, they'll take moderate damage. So don't be afraid to bump partially inked opponents with the umbrella—it may be enough to splat them.

- Hold down ZR for approximately three seconds to launch the umbrella forward, causing it to cruise along the ground in a linear path, leaving a wide ink trail behind. As it travels forward, the umbrella continues blocking enemy ink, allowing you to swim behind it without taking damage. This is a great way to push deep into enemy territory, but watch for flanking attacks. After launching the umbrella there is a ten second cooldown before you can deploy a new umbrella. Launch the umbrella at the end of a Turf War match to increase your team's ink coverage—opponents won't have much of a chance to counter it.

- The Sprinkler sub weapon and Ink Storm special come in handy for spreading ink and hindering enemy movement. Try to attach a Sprinkler on a high wall where it's unlikely to be spotted (or engaged) by opponents. You can only deploy one Sprinkler at a time so try to place it above hotly contested areas or chokepoints. Toss Ink Storm in the direction of the opposing team's spawn point in an effort to slow their movement by inking their ingress paths. While the Sprinkler and Ink Storm probably won't splat many opponents, limiting the opposing team's mobility can give your team a significant advantage, particularly during the final moments of a match.

Classic Squiffer



Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	12
Cost:	8,900
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p

Sub Weapon: Point Sensor

Special: Ink Armor

Sheldon's Notes

The Classic Squiffer. For a charger, it's a bit short on range, but in return it can charge up much quicker. Use the Point Sensor to sniff out hidden opponents, allowing you and your allies to overrun and outnumber marked enemies! Even though it's a charger, the short charge time and the power when using Ink Armor special allow you to jump into the fray! This set is great for the Inkling who's confident with a charger in close quarters.

Tips

- When it comes to range, the Classic Squiffer is outmatched by all the other chargers. But it somewhat makes up for this deficiency by having a quicker charge time. This makes it noticeably faster when firing a fully charged shot, still capable of splatting any opponent. Despite its limited range, the Classic Squiffer still has greater reach than most non-charger weapons. However, avoid toe-to-toe duels when confronting opponents equipped with the Jet Squelcher or other chargers.

- Like other chargers, you can store a Classic Squiffer's charged shot while swimming through your ink. Start by holding down ZR until the shot is charged, then continue holding ZR while swimming—pop out of your ink and fire off the shot (release ZR) at an unsuspecting opponent. But you can only store the charged shot for a few seconds, so try to find a suitable target before swimming.

- The Classic Squiffer is best utilized as a support weapon during ranked matches of Splat Zones, Rainmaker, or Tower Control. Keep your distance and hunt down opponents while your teammates rush objectives. Be ready to deploy Point Sensors near objectives to mark the locations of opponents, making them easier for your teammates to track. Also, wait for the right moment before activating Ink Armor. This defensive special is applied to all of your teammates,

Weapons

Sub Weapons

Every primary weapon is paired with a sub weapon. From spreading ink, to detecting enemies, to supplying your team with a forward jump point, sub weapons come in handy in a variety of situations. Each sub weapon consumes ink, so before deploying one, make sure you have enough ink in your Ink Tank, carried on your Inkling's back. Some sub weapons can be thrown. Hold down the Sub Weapon button to reveal the weapon's arc-like trajectory. This allows you to deploy each device with greater precision, particularly when lobbing it over great distances or bouncing it off walls and other surfaces.

Splat Bomb

Availability

- Splattershot Jr.
- Splat Charger
- Tentatek Splattershot
- Splatterscope
- Luna Blaster
- Clash Blaster

These ink-filled pyramid-shaped explosives operate on a time-delayed fuse. Once tossed, they bounce around for a few seconds before exploding and spreading ink over a wide area. Bounce them around corners, roll them down inclines, or skip them across platforms. While the delayed fuse allows for a variety of deployment techniques, it also gives opponents time to get away. For best results, toss Splat Bombs in areas where opponents are unlikely to see them until it's too late, such as the bases of ramps. Splat Bombs only explode on the ground; they don't detonate in midair. The Splat Bomb's fuse begins counting down when it first touches an object—the fuse is paused whenever the Splat Bomb is falling, then resumes the countdown when it lands. When throwing a Splat Bomb downward at an opponent, bounce it off a ledge to begin the timer. Then when it lands, your opponent has less time to escape.

Burst Bomb

Availability

- Splattershot
- Splat Dualies
- Tri-Slosher
- Mini Splatling

Think of these sub weapons as water balloons filled with ink. Although they lack the blast radius of Splat Bombs, Burst Bombs explode on contact. They inflict very little damage, even when scoring a direct hit, so they're best suited for spreading ink and applying touch-ups in Turf War. Compared to Splat Bombs, Burst Bombs consume less ink, allowing you to deploy them with greater frequency. You can toss two to three Burst Bombs in quick succession without depleting your Ink Tank. This comes in handy when you need to make a quick escape. Toss a few Burst Bombs in the direction of your opponent before swimming to safety.

Suction Bomb

Availability

- Slosher
- Aerospray MG
- N-Zap ’85
- Goo Tuber

As the name implies, Suction Bombs stick to any vertical or horizontal surface they touch. They explode after a short delay, spreading ink over a wide area. These devices have a slightly longer fuse than Splat Bombs; the base of the Suction Bomb flashes repeatedly just before it explodes. The ink coverage of Suction Bombs is similar to that of Splat Bombs, but their ability to stick to surfaces allows you to plant them in spots your enemies might not suspect. Instead of tossing them on the ground, stick them to walls, just above an opponent’s eye level—opponents are less likely to expect explosives on walls.

Toxic Mist

Availability

- Blaster
- Jet Squelcher
- Splash-o-matic

Toxic Mist is a hand-thrown device that emits a spherical cloud. Any opponents passing through this cloud are slowed and have their ink drained. This is a good way to cut off enemy movement through tight chokepoints. It's also handy for losing pursuers. The toxic cloud remains in place for approximately seven seconds, giving you ample time to retreat. During Tower Control, toss Toxic Mist along the tower's path, particularly when it's stopped at a checkpoint. This is a good way to disperse tower riders.

Curling Bomb

Availability

- Splat Roller
- Enperry Splat Dualies
- L-3 Nozzlenose

Similar to Seekers, Curling Bombs travel along the ground, trailing behind a narrow path of ink—these ink trails are great swimming paths. Unlike Seekers, Curling Bombs change direction when making contact with any objects, including Inklings. This allows you to bounce Curling Bombs around corners. After traveling a fair distance, the Curling Bomb finally explodes. You can determine at what range the Curling Bomb explodes by holding down the Sub Weapon button. The longer you hold down the button, the less distance the Curling Bomb will travel before exploding. Carefully gauge the distance to the target before letting one of these bombs loose. Plan it so the bomb explodes right at your target's feet.

Autobomb

Availability

- Carbon Roller
- Octobrush
- Custom Blaster

These unique robotic bombs are tossed just like Splat Bombs or Burst Bombs. However, upon landing, the Autobomb seeks out the nearest enemy within a wide radius. After it walks over to an enemy, there's a slight delay before the Autobomb detonates and spreads ink over a large area. This delay gives opponents a chance to escape—the farther away they get, the less damage they take. For best results, toss these bombs toward preoccupied enemies. Autobombs also come in handy when you're pinned behind cover. Simply toss one over a wall or piece of cover to send your attackers fleeing.

Point Sensor

Availability

- Splattershot Pro
- .52 Gal
- H-3 Nozzlenose

Upon detonation, the hand-tossed Point Sensor emits a sphere-shaped area of effect, tagging any opponent within for approximately 10 seconds. During this period, the tagged opponent is constantly circled by a squid icon that can be seen by you and your teammates. This squid animation appears on your team's screens, even if the opponent is swimming or hidden behind a wall. This makes tracking down and eliminating opponents much easier.

Sprinkler

Availability

- Heavy Splatling
- .96 Gal
- Aerospray RG

This device functions like a lawn sprinkler, spreading ink over a modest 360-degree radius. When first deployed, Sprinklers rotate quickly, spreading ink rapidly, then gradually slow down over time. The narrow steams of ink don't inflict much damage, but Sprinklers offer a good way to maintain ink coverage in high-traffic areas during Turf War and Splat Zones. Instead of tossing one on the ground, where it's likely to be spotted and destroyed, throw it high on a wall—Sprinklers stick to any surface, like Suction Bombs. However, you can only deploy one Sprinkler at a time. If you toss a second one out, the first one disappears. Destroy enemy Sprinklers by shooting them. If left untouched, a Sprinkler continues spreading ink as long as you're alive.

Ink Mine

Availability

- Rapid Blaster
- Dynamo Roller
- E-liter 4K
- E-liter 4K Scope

Ink Mines have undergone some changes—they now explode with less power, but tag nearby opponents with a Point Sensor effect, making them easier to trace. Ink Mines are triggered by enemy movement, so drop them in high-traffic chokepoints where enemy movement is guaranteed—paths leading out of the opposing team's spawn point are good spots. They're also effective when dropped at the tops of heavily traversed walls. To avoid getting surprised by enemy Ink Mines, stay within friendly ink. When coated with your team's ink, an enemy Ink Mine becomes visible and explodes, spreading enemy ink over a wide area. Keep your distance from these mines, even when you've uncovered one. You can place up to two Ink Mines at a time.

Splash Wall

Availability

- Firefin Splat Charger
- Flingza Roller
- Firefin Splatterscope

This defensive wall rains down ink, blocking enemy movement and incoming ink. The ability to shoot through your own team's Splash Walls makes them an absolute game changer during duels, particularly in tight chokepoints. The Splash Wall is powered by its own integrated Ink Tank, visible along the center vertical pole. The ink level drops the longer the Splash Wall has been deployed—it takes approximately seven seconds for a Splash Wall to fully consume its ink. As enemy ink strikes the wall, the ink within the tank depletes at a faster rate.

Squid Beakon

Availability

- Krak-On Splat Roller
- Dapple Dualies

Drop this radar-like device to give your team a Super Jump point on the stage. Squid Beakons appear on the map as radar icons. Select one of these icons to initiate a Super Jump toward the chosen Beakon. Once a player lands on a Squid Beakon, it explodes. Don’t be stingy with these things; keep deploying Squid Beakons to give your team an advantage. For best results, place Squid Beakons in safe spots near the center of a stage to grant your team quick access to hotly contested areas like Splat Zones. The map also shows enemy Squid Beakons, so use this intel to hunt them down—destroy them by shooting them—or camp at an enemy Squid Beakon and ambush opponents as they jump into view. Each player can place up to three Squid Beakons on a stage at a time.

Weapons
Specials

All specials in *Splatoon 2* are new, each providing a unique tactical advantage. Unlike sub weapons, specials aren't readily available at the start of a match. You must earn the special by inking territory. The more territory you ink, the faster the circular Special Gauge fills, located in the upper-right corner of the screen. Once the Special Gauge is full, you can activate your special. When and where you activate is important. Specials grant you a variety of offensive and defensive bonuses, but they only remain active for a few seconds. If you're splatted while a special is ready, you lose the special and some progress on the Special Gauge when you respawn, so don't wait too long. As soon as you activate, your Ink Tank is automatically replenished.

Ink Armor

Availability

- Splattershot Jr.
- N-Zap '85
- Tri-Slosher
- .96 Gal

Don’t confuse Ink Armor with the Bubbler from the original *Splatoon*. Ink Armor mitigates damage but doesn’t eliminate it. It protects up to half your health or blocks one shot, including direct hits from the Rainmaker. Ink Armor is shared with any teammates alive at the time of activation, so make sure all teammates are on the field. Consider coordinating a push while you all benefit from Ink Armor. On the downside, you can’t hide in your ink while this special is active—Ink Armor causes your eyes to glow, even while you’re swimming in squid form.

Splashdown

Availability

- Splattershot
- Splat Roller
- Blaster
- Goo Tuber

Looking to spread ink while splatting multiple opponents? Perhaps Splashdown is just the thing. Activate this special to deliver a powerful ground pound that spreads ink over a wide radius and splats any opponents within its generous range. This special must be activated at close range if you hope to splat opponents, but getting in close can be problematic, especially if you’ve been spotted. Either swim to close range or drop in from above; there’s nothing more satisfying than scoring a Splashdown splat from an elevated platform.

Sting Ray

Availability

- Splat Charger
- Heavy Splatling
- Splatterscope
- Dynamo Roller
- Clash Blaster

The Sting Ray fires a highly concentrated stream of ink, capable of cutting through the entire map and splatting any opponents in its path. Think of this as the new Killer Wail. Before activating, locate a distant target—the Sting Ray is most effective when focused on high-traffic areas. It's difficult to aim as you fire, so sidestep to sweep the ink stream across the map. You can halt fire to readjust your aim before firing another stream, but the Special Gauge continually depletes whether you're firing or not. The Sting Ray can pass directly through cover, so consider activating it after a teammate deploys a Point Sensor. This allows you to locate and engage opponents anywhere on the map.

Inkjet

Availability

- Tentatek Splattershot
- Octobrush
- Enperry Splat Dualies
- Splash-o-matic
- Custom Blaster

This jetpack-like device propels your Inkling high into the air, allowing you to rain down explosive projectiles. This is a popular special, particularly during Splat Zones. While flying, you're always a preset distance above the ground, even when over grates. Press the Jump button for an added boost in altitude to clear objects in your way. You can enter squid form while the Inkjet is active, to swim through ink before popping up in a new location. Look for opportunities to fly directly over opponents —the ink propulsion shooting from the Inkjet can splat enemies.

Tenta Missiles

Availability

- Splat Dualies
- Slosher
- Jet Squelcher
- Mini Splatling
- H-3 Nozzlenose

The Tenta Missiles special fires a volley of ink-filled homing missiles, ideal for splatting multiple opponents. Upon activation, you're prompted to lock on to multiple targets. Squeeze as many targets into the reticle as possible for multiple locks; you can lock on to all opponents if they're within view. Fire the missiles, launching them skyward in a steep trajectory—four missiles are fired per target. As the missiles climb, they continually track their targets. Missile impact points are determined once the missiles reach the apex in their flight paths. At that time, they come raining down on those points, regardless of where their targets move. If you've been targeted by Tenta Missiles, you'll notice a colored circle around your Inkling's feet. This is your cue to swim away. To avoid the missiles, move after they've determined their impact points. Tenta Missiles are effective when defending in Tower Control—the tower riders either have to move or get splatted.

Curling Bomb Launcher

Availability

- Aerospray MG

The Curling Bomb Launcher is similar to Bomb Rush from the original *Splatoon*, allowing you to rapidly deploy a barrage of Curling Bombs. This is a great way to spread ink over a wide area, as each Curling Bomb dispenses its own ink trail across the map. By default, the Curling Bombs are set to detonate at close range, traveling a short distance before exploding. If you want the bombs to travel greater distances, hold down **R** longer. This means you dispense fewer bombs before the Special Gauge is depleted, but the Curling Bombs travel farther, likely spreading ink over a larger area.

Ink Storm

Availability

- Carbon Roller
- Splattershot Pro
- E-liter 4K
- E-liter 4K Scope

When activating Ink Storm, your Inkling holds a bomb-like device. Toss this in the direction you wish the storm to travel. Soon, a cloud appears overhead, raining down your team's ink. The Ink Storm drizzles small ink droplets across the map in the direction you've indicated. While these droplets are great for spreading ink, they don't inflict much damage on opponents caught in the downpour. However, the ink droplets can make movement difficult, requiring opponents to re-ink territory to facilitate swimming and easier travel. Watch for opponents trapped in your ink, and snipe them with chargers like the E-liter 4K. In a tight match of Turf War, a late-round Ink Storm can help secure enough territory for a win.

Baller

Availability

- Krak-On Splat Roller
- .52 Gal
- L-3 Nozzlenose
- Luna Blaster
- Aerospray RG

The Baller special resembles a large hamster ball with your Inkling in the center. While traveling in the Baller, your Inkling can roll across the map at high speed while spreading ink, similar to a roller. You can even roll the Baller straight up vertical surfaces, no matter what color they're inked in—it's just like swimming up a wall as a squid. The Baller consists of two protective layers that can be destroyed by opponents, so avoid direct confrontations; otherwise your ride will be cut short. When the Special Gauge becomes depleted, the Baller detonates, spreading ink over a wide blast radius. Alternatively, you can choose when you want the Baller to explode by holding down **ZR**.

Splat Bomb Launcher

Availability

- Rapid Blaster
- Flingza Roller

Similar to the Curling Bomb Launcher, this special allows you to fire a volley of Splat Bombs. Tap **R** as quickly as you can to unleash a torrent of Splat Bombs. Opponents are apt to swim away before getting splatted, making this special great for securing objectives and other points of contention. For best results, swim to the top of an elevated platform or tower before raining bombs down on an area. Though you're unlikely to come under attack while launching Splat Bombs, your back is vulnerable—take this into account before activating the special.

Suction Bomb Launcher

Availability

- Firefin Splat Charger
- Firefin Splatterscope
- Dapple Dualies

The Suction Bomb Launcher operates identically to the Splat Bomb Launcher, dispensing these adhesive explosives at a rapid pace. Keep tapping **R** while the special is active to launch a volley of Suction Bombs. Unlike Splat Bombs, Suction Bombs stick to any surface, so don't forget to launch them toward walls and other vertical planes. During Tower Control matches, get above an approaching tower before activating this special. Sticking multiple Suction Bombs to the tower is a surefire way to make riders scramble, allowing your team to move in for the capture.

Weapons

Hero Weapons

Have you visited Octo Canyon? If not, there are some bonus weapons waiting for you. The Hero weapons used during the Octo Canyon adventure can be unlocked and used in multiplayer, but first you must receive each weapon in the single-player campaign from Sheldon. He needs you to test them so he can gather research data. After you receive a weapon from Sheldon, complete all 27 lairs and all five boss battles to unlock it for multiplayer Ink Battles. For the most part, Hero weapons are identical to their multiplayer counterparts, but with slight cosmetic differences. However, the Hero Shot and Hero Brella are unique. Here's a rundown of each Hero weapon and where you can find it.

Hero Weapon Details

Weapon		Unlock Location	Description
	Hero Shot	Lair 1	A rapid-fire weapon with similar characteristics to the Splattershot.
	Hero Roller	Lair 4	Based on the Splat Roller, with identical stats.
	Hero Dualies	Lair 5	Based on the Splat Dualies, with identical stats.
	Hero Charger	Lair 6	Based on the Splat Charger, with identical stats.
	Hero Slosher	Lair 10	Based on the Slosher, with identical stats.
	Hero Splatling	Lair 13	Based on the Heavy Splatling, with identical stats.
	Hero Blaster	Lair 19	Based on the Blaster, with identical stats.
	Hero Brella	Lair 20	A unique weapon with an umbrella-like shield.
	Hero Brush	Lair 22	Based on the Octobrush, with identical stats.

Abilities

How Main and Sub Abilities Work

Before diving into clothing, shoes, and headgear, it's important to understand the fundamentals of the abilities associated with these items. Each piece of gear worn by your Inkling has one main ability attached to it. Gear items also have up to three sub ability slots—sub abilities are earned by accruing BP, after which a random sub ability is assigned to the item. Main abilities are three times as potent as sub abilities, so when choosing gear, focus on the main ability, and think of the sub abilities as nice bonuses. Main and sub abilities work together, applying a variety of benefits to your Inkling during Ink Battles. Here's a complete listing of all abilities, as well as an explanation of how they function in the game.

Clothing, shoes, and headgear items each feature a fixed main ability and up to three sub abilities. Once you've earned enough BP, a sub ability slot is unlocked and a random ability is applied. This occurs immediately following matches.

REROLLING WITH MURCH

If you're not satisfied with an item's randomized sub abilities, speak with Murch in the Square. For the price of one Super Sea Snail, Murch lets you reroll the sub abilities on a piece of gear. Remember, all sub ability slots will be rerolled—you can't reroll one slot at a time. Alternatively, you can scrub all sub abilities, which allows you to accrue new ones naturally through the course of Ink Battles. When rerolling or scrubbing, the wiped sub abilities are given back to you as ability chunks.

Abilities

Ink Saver (Main)

Description: Decreases amount of ink consumed by your main weapon.

Ink Saver (Main) decreases the ink usage of your main weapon by up to 60% of its normal usage. For example, a weapon that can normally fire continuously for 17 seconds becomes able to fire for just over 27 seconds. This is useful when using roller-based weapons; the ability increases the distance you can roll before refilling your Ink Tank. Generally, the ability is great in Turf War, allowing you to spread more ink with fewer interruptions.

Abilities

Ink Saver (Sub)

Description: Decreases amount of ink consumed by your sub weapon.

This ability decreases the ink usage of your sub weapon by up to 75% of its normal usage. The sub weapon's revised ink usage is indicated by a red arrow icon on your character's Ink Tank. This allows you to deploy sub weapons, like Splat Bombs and Burst Bombs, with greater frequency.

Abilities

Ink Recovery Up

Description: Increases Ink Tank refill rate.

Ink Recovery Up increases your Ink Tank's refill rate while standing, walking, or swimming through your own ink. This ability comes in handy when equipping weapons with high ink consumption, like the Luna Blaster or Dynamo Roller. As usual, your Ink Tank will refill much faster while in squid form, so make a habit of swimming through your ink to enhance the benefits of this ability.

Abilities

Run Speed Up

Description: Increases movement speed in Inkling form.

Run Speed Up increases your movement speed by up to 50% when in Inkling form. This affects movement while running and also while firing your weapon. It does not affect rolling speed with roller-type weapons. Still, this is one of the more effective abilities, particularly when you're rushing objectives like Splat Zones during the opening moments of a match.

Abilities

Swim Speed Up

Description: Increases movement speed in squid form.

This ability increases squid form movement by up to 25%. Like Run Speed Up, Swim Speed Up comes in handy during those opening moments in a match when you're pushing toward a stage's center. It can help you reach objectives or contested areas before your opponents. The ability can also be a lifesaver when escaping attacks.

Abilities

Special Charge Up

Description: Increases Special Gauge fill rate.

Special Charge Up increases the rate at which the Special Gauge fills by up to 30%, allowing for more frequent deployment of specials. But you still need to spread ink to fill that gauge. This makes the ability most effective in Turf War, where you're already tasked with spreading ink.

Abilities

Special Saver

Description: Reduces Special Gauge decrease after getting splatted.

Every time you get splatted, your Special Gauge incurs a penalty, causing it to drop significantly and delaying the deployment of your special. The Special Saver ability reduces this penalty, allowing you to maintain a greater percentage of your filled gauge upon respawning. While you still incur a penalty for getting splatted, it’s not as harsh.

Abilities

Special Power Up

Description: Improves the effectiveness of your special weapon.

This ability affects specials in various ways. For most specials, including Ink Armor, Inkjet, Baller, and the Bomb Launchers, the duration is increased, allowing you to use these specials longer. For Tenta Missiles, the aiming reticle is enlarged, making it easier to target more opponents. Splashdown's damage output at the edges is increased.

Abilities

Quick Respawn

Description: Reduces spawn time after getting splatted repeatedly without splatting any opponents.

Quick Respawn has undergone some changes. Now you only get the benefit of a reduced respawn time if you've been splatted multiple times without splatting opponents. Normally, watching the Kill Cam takes six seconds, followed by a three-second respawn animation, for a combined nine-second respawn time. This ability reduces the Kill Cam portion of the respawn process. With Quick Respawn, the Kill Cam portion is reduced to four seconds, for a seven-second respawn time.

Abilities

Quick Super Jump

Description: Increases Super Jump speed.

Quick Super Jump increases your Super Jump speed by up to double the normal rate, allowing for quicker deployment when jumping to teammates or Squid Beakons. This gives opponents less time to stage an ambush.

Abilities

Sub Power Up

Description: Increases sub weapon proficiency.

This ability allows you to toss sub weapons farther, which is particularly handy if you're carrying a short-range main weapon. This is most effective for loadouts that include Splat Bombs, Burst Bombs, or Suction Bombs. Other sub weapons don't really benefit from increased throw distance.

Abilities

Ink Resistance Up

Description: Reduces damage taken and slowing effect when walking through enemy ink.

Normally, standing in enemy ink causes your Inkling to take damage. Movement speed is also reduced, affecting your ability to jump higher and farther. Ink Resistance Up reduces the amount of damage you take while increasing your speed while moving through enemy ink. This provides a slight improvement to mobility and health when standing in enemy ink. The ability is very effective when playing ranked matches, as you're likely to encounter plenty of enemy ink when pushing objectives in Splat Zones, Tower Control, and Rainmaker.

Abilities

Bomb Defense Up

Description: Reduces damage taken via explosions from sub weapons or special weapons.

Consider equipping gear with this ability to reduce the damage incurred from explosive attacks. Note that, while this ability reduces the damage of bomb explosions, players can still be splatted in one shot by Splat Bombs, Curling Bombs, Suction Bombs, and Autobombs.

Abilities

Cold-Blooded

Description: Decreases active time of opponent Point Sensors and other items that reveal locations.

Point Sensors are sub weapons capable of tracking your movements for as long as 10 seconds. Ink Mines can also track your movements if you're caught in their blast radius. When you're tracked by these devices, the entire opposing team can see where you are, which puts you at risk. This ability reduces the duration of the tracking effect.

Abilities

Opening Gambit

Description: Boosts your speed in both Inkling and squid form for the first 30 seconds of a battle.

Opening Gambit increases the Run Speed Up and Swim Speed Up parameters for the first 30 seconds of a match, allowing you to move much faster. This is ideal for reaching objectives and contested chokepoints before your opponents during the match's opening moments. This ability is restricted to headgear.

Abilities

Last-Ditch Effort

Description: Boosts ink-recovery rate and weapon ink efficiency for the last 30 seconds of a battle.

This ability gives you a significant boost during the final seconds of each match, increasing Ink Saver (Main), Ink Saver (Sub), and Ink Recovery Up parameters. This makes you less likely to run out of ink, ideal for aggressive last-second pushes during Turf War. This ability is restricted to headgear.

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Abilities

Tenacity

Description: Fills Special Gauge automatically if your team has fewer active players than the enemy.

Tenacity fills your Special Gauge automatically if your team has more inactive players than the enemy team. A player is flagged as inactive while waiting to respawn—inactive players are shown at the top of the screen, represented by squids with X shapes over their eyes. The more inactive players your team has, in comparison to the opposing team, the faster your Special Gauge fills. This ability is restricted to headgearv

Abilities

Comeback

Description: Boosts some of your abilities for a short time after respawning.

Comeback increases Ink Saver (Main), Ink Saver (Sub), Ink Recovery Up, Run Speed Up, and Swim Speed Up parameters for 20 seconds after respawning. The decreased ink consumption and increased speed bonuses make you a formidable threat when charging out of your spawn point or Super Jumping to a contested area on the stage. This ability is restricted to headgear.

Abilities

Ninja Squid

Description: Leave no trace when swimming in inked ground, though swim speed is slightly reduced.

With Ninja Squid equipped, you leave no trace while swimming on horizontal surfaces and ramps in squid form. However, you're still visible while swimming on vertical walls. The reduction in swim speed is negligible. This ability is perfect for sneaking up on opponents or making stealthy escapes. It's a favorite of roller-equipped players seeking to perform sneaky melee splats. This ability is restricted to clothes.

Abilities

Haunt

Description: Reveals the position of the player who splatted you, once you've respawned.

Haunt marks the opponent who defeated you with a position-tracking mark for 12 seconds. This mark can be seen by you and your entire team, similar to Point Sensor. If you're the type of player who holds a grudge, Haunt is a great way to get your revenge. This ability is restricted to clothes.

Abilities

Thermal Ink

Description: Allows you to track distant players hit with shots from your main weapon.

Thermal Ink lets you track opponents by shooting them with your ink—the target can be seen even when moving behind cover. This ability functions similarly to the Sting Ray, allowing you to tag enemies through solid walls and making it easier to stage ambushes. This effect is only visible when engaging distant enemies, so don't bother equipping Thermal Ink unless you're using a long-range weapon like a charger or the Jet Squelcher. This ability is restricted to clothes.

Abilities

Respawn Punisher

Description: Increases respawn time and Special Gauge spawn penalty for you and any player who splats you.

Think twice before equipping gear with this ability, since it affects you as well as your opponents. When splatted, you and your attacker both incur respawn penalties, increasing the time it takes to get back in the action. You also receive a more severe reduction in your Special Gauge when you respawn. If you're continually getting splatted by the opposing team, this ability can pay off, assuming you're willing to accept these penalties. This ability is restricted to clothes.

Abilities

Ability Doubler

Description: Doubles the effect of other gear abilities attached to this gear.

This excellent ability doubles the effectiveness of the Splatfest Tee's sub abilities. Keep in mind that Ability Doubler is only available as the main ability on the Splatfest Tee, and it only affects the sub abilities that unlock on the Splatfest Tee. No other piece of gear has this ability, and it cannot be rolled as a sub ability.

Abilities

Stealth Jump

Description: Hides your Super Jump landing point at longer distances.

Normally when you perform a Super Jump, a marker appears on the ground where you're about to land, visible to all players, including opponents. Stealth Jump hides this landing-point marker from opponents who are farther away (any opponent right next to your intended jump spot can still see the landing point). Your Super Jump speed is slightly reduced, but the decrease is negligible. Consider pairing this ability with Quick Super Jump to offset the reduction in jump speed. This ability is restricted to shoes.

Abilities

Object Shredder

Description: Increases damage dealt to all targets that are not players.

When this ability is equipped, you inflict increased damage to enemy Sprinklers, Squid Beakons, and Splash Walls. This allows you to eliminate these objects quickly, making them less of a nuisance. Object Shredder is also effective when engaging specials like the Baller and Ink Armor. During Ranked and League matches, quickly pop the Rainmaker's bubble. This ability is restricted to shoes.

Abilities

Drop Roller

Description: Tilting the **L** Stick during a Super Jump allows you to perform a forward or sideways roll when you land.

Are you paranoid about getting splatted immediately following a Super Jump? Consider equipping gear with this ability to perform an evasive dodge roll upon landing. This won't necessarily deter enemy ambushes, but it gives you a fighting chance. You must hold the **L** Stick in the direction you wish to roll during the Super Jump to perform This maneuver. Note that it only works when holding forward, to the sides, and the angles in between. This ability is restricted to shoes.

Gear

Understanding Gear

Think of the clothing, shoes, and headgear worn by your Inkling as armor. Each equipped piece of gear grants your Inkling one main ability and as many as three sub abilities. If completely outfitted with clothing, shoes, and headgear, your character can potentially go into Ink Battles benefitting from three main abilities and nine sub abilities. This array of abilities, all working together, improves your performance in various ways. When shopping for gear, instead of seeking the best-looking outfit, pay close attention to the main ability and rarity—these should be the two major criteria you consider when purchasing and equipping gear.

You must reach Level 4 before any merchants agree to sell you new gear. Get busy and rank up by playing Ink Battles!

Shops: New Stock

Unlike Ammo Knights, the gear shops change their stock each day. Their available stock is based on your level. However, the only thing level affects is the rarity of the equipment available. The higher your level, the better the chance of rarer gear appearing. Be sure to check back every day to see what each shop has to offer.

A Main Ability: Each piece of gear has one main ability. The main ability is three times as potent as a sub ability. Main abilities are static and cannot be changed.

B Rarity: The rarity of the gear ranges from one to three stars, with one star being the most common and three stars being the rarest. The rarity of gear directly correlates with the number of unlocked sub ability slots it starts with: one-star gear gets only one sub ability slot, two-star gear gets two slots, and three-star gear gets three slots. The rarity also determines the amount of BP needed to unlock each new sub ability—the higher the rarity, the more BP is required to level up the gear.

C Brand: An item's brand can influence which sub abilities are assigned. Read up on brands in the following section for more information.

D Sub Abilities: Gear can have up to three sub abilities (number determined by rarity), which are randomly assigned by accruing BP. BP is awarded at the end of each match. If enough BP is earned to unlock a sub ability, the ability is randomized and added to the gear. These abilities are far less powerful than the main ability, but every little bit helps, right? Plus, you can have up to nine of these sub abilities.

Special Thanks

We'd like to extend a special thanks to Gary Meads, Grant Brownlee, Douglas Lynn, and Dex Hipple, from product testing, for sharing their time and expertise.

Gear
Brands

All clothing, shoes, and headgear are manufactured by different brands. Each brand features two weighted abilities: a common ability and an uncommon ability. The common ability is five times more likely to appear as a sub ability for that brand when compared to other brands. For example, Ink Saver (Main) is five times more likely to appear on Splash Mob-branded gear, compared to every other brand. The uncommon ability is half as likely to appear as a sub ability for that brand when compared to other brands. For example, Swim Speed Up is half as likely to appear on Rockenberg-branded gear, compared to every other brand. Cuttlegear and amiibo-branded equipment don't have common or uncommon abilities; every ability has an equal chance of appearing on these items. If you're attempting to roll specific sub abilities for your gear, pay close attention to the brand—this helps determine the likelihood of rolling the sub abilities you want.

In addition to an item's rarity, pay close attention to its brand, especially if you want certain sub abilities.

Brand Weights

Brand	Name	Common Ability (5X)	Uncommon Ability (½X)
	amiibo	—	—
	Annaki	Cold-Blooded	Special Saver
	Cuttlegear	—	—
	Enperry	Sub Power Up	Ink Resistance Up
	Firefin	Ink Saver (Sub)	Ink Recovery Up
	Forge	Special Power Up	Ink Saver (Sub)
	Inkline	Bomb Defense Up	Cold-Blooded
	Krak-On	Swim Speed Up	Bomb Defense Up
	Rockenberg	Run Speed Up	Swim Speed Up
	Skalop	Quick Respawn	Special Saver
	Splash Mob	Ink Saver (Main)	Run Speed Up
	SquidForce	Ink Resistance Up	Ink Saver (Main)
	Takoroka	Special Charge Up	Special Power Up
	Tentatek	Ink Recovery Up	Quick Super Jump
	Toni Kensa	Cold-Blooded	Sub Power Up
	Zekko	Special Saver	Special Charge Up
	Zink	Quick Super Jump	Quick Respawn

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Gear
Clothing

Visit Jelfonzo at Ye Olde Cloth Shoppe to see what clothing he has in stock. Check back every day to discover what new items are available.

Ye Olde Cloth Shoppe Inventory

Gear	Name	Main Ability	Brand	Cost	Rarity
	Basic Tee	Quick Respawn	SquidForce	—	
	White Tee	Ink Saver (Sub)	SquidForce	400	
	Black Squideye	Run Speed Up	Tentatek	500	
	Black Tee	Special Power Up	SquidForce	400	
	Sunny-Day Tee	Special Charge Up	Krak-On	300	

	Fugu Tee	Swim Speed Up	Firefin	750	
	Mint Tee	Bomb Defense Up	Skalop	400	
	Red Vector Tee	Ink Saver (Main)	Takoroka	500	
	Blue Peaks Tee	Ink Saver (Sub)	Inkline	400	
	Sailor-Stripe Tee	Run Speed Up	Splash Mob	700	
	White 8-Bit FishFry	Sub Power Up	Firefin	800	
	White Anchor Tee	Ninja Squid	SquidForce	2,800	
	Black V-Neck Tee	Thermal Ink	SquidForce	3,800	
	White Deca Logo Tee	Ink Resistance Up	Zink	1,200	
	Half-Sleeve Sweater	Ink Saver (Sub)	Toni Kensa	4,100	
	King Jersey	Respawn Punisher	Enperry	3,100	
	Gray 8-Bit FishFry	Special Charge Up	Firefin	800	
	White V-Neck Tee	Special Saver	SquidForce	3,800	
	White Urchin Rock Tee	Ink Saver (Main)	Rockenberg	850	
	Black Urchin Rock Tee	Ink Recovery Up	Rockenberg	850	
	Wet Floor Band Tee	Swim Speed Up	Rockenberg	900	

	Squid Squad Band Tee	Ink Resistance Up	Rockenberg	900	
	Navy Deca Logo Tee	Ink Saver (Main)	Zink	1,200	
	Mister Shrug Tee	Ink Resistance Up	Krak-On	9,200	
	Chirpy Chips Band Tee	Cold-Blooded	Rockenberg	900	
	Hightide Era Band Tee	Thermal Ink	Rockenberg	900	
	Black LS	Quick Super Jump	Zekko	3,000	
	Purple Camo LS	Sub Power Up	Takoroka	600	
	Navy Striped LS	Ink Recovery Up	Splash Mob	1,050	
	Zekko Baseball LS	Bomb Defense Up	Zekko	800	
	White Baseball LS	Quick Super Jump	Rockenberg	800	
	Pink Easy-Stripe Shirt	Quick Super Jump	Splash Mob	3,800	
	Inkopolis Squaps Jersey	Cold-Blooded	Zink	1,250	
	Annaki Drive Tee	Thermal Ink	Annaki	5,500	
	Lime Easy-Stripe Shirt	Ink Resistance Up	Splash Mob	3,800	

	Annaki Evolution Tee	Respawn Punisher	Annaki	8,800	
	Yellow Layered LS	Quick Super Jump	SquidForce	500	
	Zink Layered LS	Respawn Punisher	Zink	600	
	Layered Anchor LS	Run Speed Up	SquidForce	4,000	
	Choco Layered LS	Ink Saver (Sub)	Takoroka	1,400	
	Layered Vector LS	Special Saver	Takoroka	1,200	
	Green Tee	Special Saver	Forge	1,200	
	Red Tentatek Tee	Swim Speed Up	Tentatek	3,100	
	Blue Tentatek Tee	Quick Respawn	Tentatek	3,100	
	Shrimp-Pink Polo	Ninja Squid	Splash Mob	550	
	Cycle King Jersey	Bomb Defense Up	Tentatek	8,900	
	Slipstream United	Bomb Defense Up	Takoroka	1,800	
	FC Albacore	Respawn Punisher	Takoroka	1,200	
	Berry Ski Jacket	Special Power Up	Inkline	3,900	

	Varsity Jacket	Ink Saver (Sub)	Zekko	11,500	
	Black Inky Rider	Sub Power Up	Rockenberg	12,100	
	White Inky Rider	Special Power Up	Rockenberg	12,800	
	Blue Sailor Suit	Sub Power Up	Forge	11,000	
	Squid Satin Jacket	Quick Respawn	Zekko	9,200	
	Chilly Mountain Coat	Swim Speed Up	Inkline	7,900	
	Takoroka Windcrusher	Cold-Blooded	Takoroka	8,500	
	Matcha Down Jacket	Ninja Squid	Inkline	9,100	

	FA-01 Jacket	Ink Recovery Up	Forge	10,100	
	FA-01 Reversed	Quick Super Jump	Forge	10,100	
	Pullover Coat	Thermal Ink	Toni Kensa	13,200	
	Birded Corduroy Jacket	Run Speed Up	Zekko	10,400	
	Zekko Redleaf Coat	Haunt	Zekko	2,600	
	Eggplant Mountain Coat	Special Saver	Inkline	7,600	
	Zekko Jade Coat	Respawn Punisher	Zekko	3,600	
	B-ball Jersey (Away)	Ink Saver (Sub)	Zink	800	
	White King Tank	Haunt	Enperry	600	
	Slash King Tank	Thermal Ink	Enperry	450	
	Navy King Tank	Ink Resistance Up	Enperry	600	

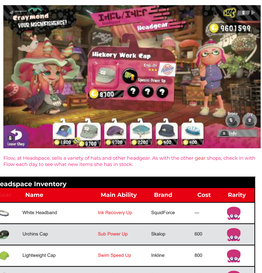
	Retro Sweat	Bomb Defense Up	SquidForce	9,000	
	Reel Sweat	Special Power Up	Zekko	900	
	Anchor Sweat	Cold-Blooded	SquidForce	2,800	
	Negative Longcuff Sweater	Haunt	Toni Kensa	11,800	
	Short Knit Layers	Ink Saver (Main)	Toni Kensa	9,850	
	Positive Longcuff Sweater	Swim Speed Up	Toni Kensa	10,800	
	Green-Check Shirt	Sub Power Up	Zekko	2,000	
	Urchins Jersey	Run Speed Up	Zink	700	
	Baby-Jelly Shirt	Bomb Defense Up	Splash Mob	1,350	
	Vintage Check Shirt	Haunt	Rockenberg	9,000	
	Logo Aloha Shirt	Ink Recovery Up	Zekko	2,900	

	Shirt & Tie	Special Saver	Splash Mob	8,400	
	Hula Punk Shirt	Ink Saver (Main)	Annaki	5,000	
	Octobowler Shirt	Ink Saver (Main)	Krak-On	2,100	
	Inkfall Shirt	Special Charge Up	Toni Kensa	4,900	
	Crimson Parashooter	Special Charge Up	Annaki	9,200	
	Baby-Jelly Shirt & Tie	Cold-Blooded	Splash Mob	3,800	
	Prune Parashooter	Ninja Squid	Annaki	7,800	
	Dark Urban Vest	Cold-Blooded	Firefin	10,000	
	Yellow Urban Vest	Haunt	Firefin	4,100	
	Camo Zip Hoodie	Quick Respawn	Firefin	9,000	

	Zekko Hoodie	Ninja Squid	Zekko	2,800	
	Shirt with Blue Hoodie	Special Power Up	Splash Mob	2,900	
	Grape Hoodie	Quick Respawn	Enperry	1,100	
	Gray Hoodie	Sub Power Up	Skalop	1,900	
	School Uniform	Ink Recovery Up	amiibo	—	
	Samurai Jacket	Special Charge Up	amiibo	—	
	Power Armor	Quick Respawn	amiibo	—	
	School Cardigan	Run Speed Up	amiibo	—	
	Squinja Suit	Special Saver	amiibo	—	
	Power Armor Mk I	Ink Resistance Up	amiibo	—	
	Splatfest Tee	Ability Doubler	SquidForce	—	—
	Hero Jacket Replica	Swim Speed Up	Cuttlegear	—	

	Armor Jacket Replica	Special Charge Up	Cuttlegear	—	
	Hero Hoodie Replica	Ink Recovery Up	Cuttlegear	—	

Gear
Headgear



Flow, at Headspace, sells a variety of hats and other headgear. As with the other gear shops, check in with Flow each day to see what new items she has in stock.

Headspace Inventory

Gear	Name	Main Ability	Brand	Cost	Rarity
	White Headband	Ink Recovery Up	SquidForce	—	
	Urchins Cap	Sub Power Up	Skalop	600	
	Lightweight Cap	Swim Speed Up	Inkline	800	
	Takoroka Mesh	Bomb Defense Up	Takoroka	400	
	Squidvader Cap	Special Charge Up	Skalop	1,300	
	Camo Mesh	Swim Speed Up	Firefin	1,400	
	Five-Panel Cap	Comeback	Zekko	1,800	
	Backwards Cap	Quick Respawn	Zekko	700	
	Cycle King Cap	Bomb Defense Up	Tentatek	2,400	
	King Flip Mesh	Run Speed Up	Enperry	3,200	
	Hickory Work Cap	Special Power Up	Krak-On	8,700	
	Jellyvader Cap	Ink Saver (Sub)	Skalop	10,000	
	Bobble Hat	Quick Super Jump	Splash Mob	2,000	
	Striped Beanie	Opening Gambit	Splash Mob	900	
	Special Forces Beret	Opening Gambit	Forge	9,700	
	Knitted Hat	Ink Resistance Up	Firefin	1,400	
	Annaki Beret	Ink Resistance Up	Annaki	11,500	
	Retro Specs	Quick Respawn	Splash Mob	500	
	Pilot Goggles	Sub Power Up	Forge	5,500	
	Tinted Shades	Last-Ditch Effort	Zekko	350	
	Snorkel Mask	Ink Saver (Sub)	Forge	3,000	
	Fake Contacts	Special Charge Up	Tentatek	2,000	
	18K Aviators	Last-Ditch Effort	Rockenberg	12,000	
	Half-Rim Glasses	Special Power Up	Splash Mob	4,100	
	Safari Hat	Last-Ditch Effort	Forge	2,300	
	Camping Hat	Special Power Up	Inkline	800	
	Blowfish Bell Hat	Ink Recovery Up	Firefin	850	
	Bamboo Hat	Ink Saver (Main)	Inkline	2,200	
	Straw Boater	Quick Super Jump	Skalop	550	
	Bucket Hat	Special Saver	SquidForce	400	
	Patched Hat	Cold-Blooded	Skalop	3,600	
	Studio Headphones	Ink Saver (Main)	Forge	2,800	
	Noise Cancelers	Quick Respawn	Forge	9,200	
	Squidfin Hook Cans	Ink Resistance Up	Forge	3,800	
	FishFry Visor	Special Charge Up	Firefin	500	
	Sun Visor	Sub Power Up	Tentatek	2,600	
	Takoroka Visor	Quick Super Jump	Takoroka	7,500	
	Bike Helmet	Ink Recovery Up	Skalop	4,800	
	Visor Skate Helmet	Last-Ditch Effort	Skalop	8,000	
	MTB Helmet	Tenacity	Zekko	10,500	
	Hockey Helmet	Cold-Blooded	Forge	9,900	
	Paintball Mask	Comeback	Forge	10,000	
	Skull Bandana	Special Saver	Forge	7,800	
	Painter's Mask	Cold-Blooded	SquidForce	4,500	
	Annaki Mask	Opening Gambit	Annaki	3,600	
	Squid Facemask	Ink Saver (Main)	SquidForce	300	
	Firefin Facemask	Run Speed Up	Firefin	650	
	King Facemask	Ink Saver (Sub)	Enperry	500	
	Squash Headband	Special Saver	Zink	400	
	Tennis Headband	Comeback	Tentatek	300	
	Soccer Headband	Tenacity	Tentatek	3,000	
	Squid Hairclip	Swim Speed Up	amiibo	—	
	Samurai Helmet	Quick Super Jump	amiibo	—	
	Power Mask	Bomb Defense Up	amiibo	—	
	Squid Clip-Ons	Opening Gambit	amiibo	—	
	Squinja Mask	Quick Respawn	amiibo	—	
	Power Mask Mk I	Ink Resistance Up	amiibo	—	
	Hero Headset Replica	Run Speed Up	Cuttlegear	—	
	Armor Helmet Replica	Tenacity	Cuttlegear	—	
	Hero Headphones Replica	Quick Respawn	Cuttlegear	—	

Splatoon 2

Gear
Shoes

Blok, over at Shella Fresh, has plenty of footwear to choose from. Stock is rotated daily, so don't forget to stop by the shop—you just might find that perfect pair you've been waiting for.

Shella Fresh Inventory

Name	Main Ability	Brand	Cost	Rarity
Cream Basics	Special Saver	Krak-On	—	
White Seahorses	Ink Recovery Up	Zink	600	
Strapping Whites	Ink Saver (Sub)	Splash Mob	8,700	
Strapping Reds	Ink Resistance Up	Splash Mob	1,400	
LE Soccer Shoes	Ink Resistance Up	Takoroka	7,500	
Sunny Climbing Shoes	Special Saver	Inkline	3,200	
Birch Climbing Shoes	Special Charge Up	Inkline	1,200	
Red Hi-Horses	Ink Saver (Main)	Zink	800	
Purple Hi-Horses	Special Power Up	Zink	1,000	
Hunter Hi-Tops	Ink Recovery Up	Krak-On	500	
Gold Hi-Horses	Run Speed Up	Zink	7,000	
Mawcasins	Ink Recovery Up	Splash Mob	2,400	
Mint Dekronks	Drop Roller	Zink	1,200	
Black Dekronks	Cold-Blooded	Zink	1,500	
Piranha Moccasins	Stealth Jump	Splash Mob	9,400	
White Norimaki 750s	Swim Speed Up	Tentatek	3,800	
Black Norimaki 750s	Special Charge Up	Tentatek	9,800	
Sunset Orca Hi-Tops	Drop Roller	Takoroka	3,800	
Red & Black Squidkid IV	Special Charge Up	Enperry	11,000	
Blue & Black Squidkid IV	Quick Super Jump	Enperry	11,000	
Gray Sea-Slug Hi-Tops	Bomb Defense Up	Tentatek	8,500	
Orca Hi-Tops	Special Saver	Takoroka	2,800	
Pink Trainers	Sub Power Up	Tentatek	500	
Orange Arrows	Ink Saver (Main)	Takoroka	1,100	
Neon Sea Slugs	Ink Resistance Up	Tentatek	700	
Purple Sea Slugs	Run Speed Up	Tentatek	1,800	
Crazy Arrows	Stealth Jump	Takoroka	4,500	
Black Trainers	Quick Respawn	Tentatek	500	
Canary Trainers	Quick Super Jump	Tentatek	900	
Yellow-Mesh Sneakers	Cold-Blooded	Tentatek	1,300	
Arrow Pull-Ons	Drop Roller	Toni Kensa	10,000	
Red-Mesh Sneakers	Special Power Up	Tentatek	1,700	
Oyster Clogs	Run Speed Up	Krak-On	600	
Choco Clogs	Quick Respawn	Krak-On	1,800	
Neon Delta Straps	Sub Power Up	Inkline	4,800	
Black Flip-Flops	Object Shredder	Zekko	300	
Snow Delta Straps	Swim Speed Up	Inkline	8,800	
Blueberry Casuals	Ink Saver (Sub)	Krak-On	700	
Plum Casuals	Object Shredder	Krak-On	2,000	
Trail Boots	Ink Recovery Up	Inkline	7,500	
Pro Trail Boots	Ink Resistance Up	Inkline	9,800	
Moto Boots	Quick Respawn	Rockenberg	3,800	
Blue Moto Boots	Ink Resistance Up	Rockenberg	10,800	
Acerola Rain Boots	Run Speed Up	Inkline	600	
Punk Whites	Special Charge Up	Rockenberg	3,800	
Hunting Boots	Bomb Defense Up	Splash Mob	11,500	
Punk Blacks	Cold-Blooded	Rockenberg	8,800	
Blue Slip-Ons	Sub Power Up	Krak-On	400	
White Kicks	Swim Speed Up	Rockenberg	1,400	
Cherry Kicks	Stealth Jump	Rockenberg	2,400	
Roasted Brogues	Bomb Defense Up	Rockenberg	1,200	
Kid Clams	Special Power Up	Rockenberg	9,500	
Smoky Wingtips	Object Shredder	Rockenberg	8,600	
School Shoes	Ink Saver (Sub)	amiibo	—	
Samurai Shoes	Special Power Up	amiibo	—	
Power Boots	Ink Saver (Main)	amiibo	—	
Fringed Loafers	Cold-Blooded	amiibo	—	
Squinja Boots	Swim Speed Up	amiibo	—	
Power Boots Mk I	Bomb Defense Up	amiibo	—	
Hero Runner Replicas	Quick Super Jump	Cuttlegear	—	
Armor Boot Replicas	Ink Saver (Main)	Cuttlegear	—	
Hero Snowboots Replicas	Ink Saver (Sub)	Cuttlegear	—	

Gear

Tester Loadouts

Need some help choosing your weapons and gear? The game's testers have been kind enough to let you in on a few of their secrets. Here are some sample loadouts for different types of playstyles. Use these weapon/ability combinations to get the upper hand in any Ink Battle. Of course, these are just a few ideas. Feel free to experiment with the vast selection of weapons and abilities to create your own favorite loadouts.

Short-Range Combat

Recommended Weapon: Luna Blaster

Recommended Abilities:

- Ninja Squid
- Swim Speed Up
- Ink Saver (Main)

If you like scoring one-shot splats, the Luna Blaster is tough to beat. But this high-damage weapon has ridiculously limited range—even some rollers have better reach—requiring you to get close to opponents, preferably when they're not looking. Ninja Squid allows you to swim forward without being spotted. Swim Speed Up helps offset the slower swim speed attributed to Ninja Squid. The Luna Blaster is a thirsty weapon, so use Ink Saver (Main) to help manage its rapid ink consumption.

Mid-Range Combat

Recommended Weapon: N-Zap '85

Recommended Abilities:

- Ink Resistance Up
- Ink Saver (Main)
- Ninja Squid

The N-Zap '85 is one of the most versatile rapid-fire weapons, making it a solid choice for mid-range gameplay, ideal for splatting opponents or spreading ink. Equip Ink Saver (Main) to improve the weapon's already impressively low ink consumption. The Ink Resistance Up ability is also useful, increasing your mobility while you're stuck in enemy ink. Of course, Ninja Squid is always advantageous, particularly when you're performing sneaky flanking maneuvers.

Long-Range Combat

Recommended Weapon: Jet Squelcher

Recommended Abilities:

- Thermal Ink
- Ink Saver (Main)
- Ink Recovery Up

Sporting nearly the same range as the Splat Charger, the Jet Squelcher is a good option when you want to engage at long range without sacrificing rapid fire. The new Thermal Ink ability comes in handy for this loadout—when hitting an opponent, you continue to see them even as they move behind a wall or other piece of cover. This allows you to anticipate their movements and line up shots with greater ease. Ink Saver (Main) and Ink Recovery Up help you deal with the Jet Squelcher's high ink consumption. The Splattershot Pro and Heavy Splatling are good alternatives when seeking long-range weapons with rapid fire.

Turf War

Recommended Weapon: Aerospray MG

Recommended Abilities:

- Run Speed Up
- Swim Speed Up
- Special Charge Up

When it comes to spreading ink in Turf War, the Aerospray MG is a popular choice, thanks to its wide cone of ink coverage. It's also a formidable weapon when encountering opponents at close range. This loadout benefits from a boost in speed, so use Run Speed Up and Swim Speed Up to push forward and ink more territory. And while you're spreading so much ink, the Special Charge Up decreases the amount of turf you need to cover before acquiring the loadout's Curling Bomb Launcher—which, in turn, allows you to spread more ink.

Splat Zones

Recommended Weapon: Rapid Blaster

Recommended Abilities:

- Ink Saver (Main)
- Ink Resistance Up
- Quick Super Jump

During Splat Zones, stay along the perimeter and use the Rapid Blaster to saturate the zone with ink. Of the Blasters, the Rapid Blaster has the longest range, making it ideal for attacking or defending from the perimeter. The weapon drains ink quickly, so compensate with the Ink Saver (Main) ability. With so much ink flying around one area, you're likely to get stuck in enemy puddles, so use Ink Resistance Up to improve your mobility. Quick Super Jump allows you to swiftly get back into the action by Super Jumping to a teammate or Squid Beakon.

Rainmaker

Recommended Weapon: Aerospray RG

Recommended Abilities:

- Bomb Defense Up
- Run Speed Up
- Swim Speed Up

It's easiest to pop the Rainmaker's bubble with a rapid-firing weapon. The two Aerospray variants have the highest rates of fire, making them good choices for securing this super weapon at the start of a round. The Aerospray is also a good option for flanking. Expect plenty of bombs to fly in Rainmaker; use Bomb Defense Up to reduce incoming explosive damage. Run Speed Up and Swim Speed Up are other useful abilities to consider during this fast-paced game mode.

Tower Control

Recommended Weapon: Blaster

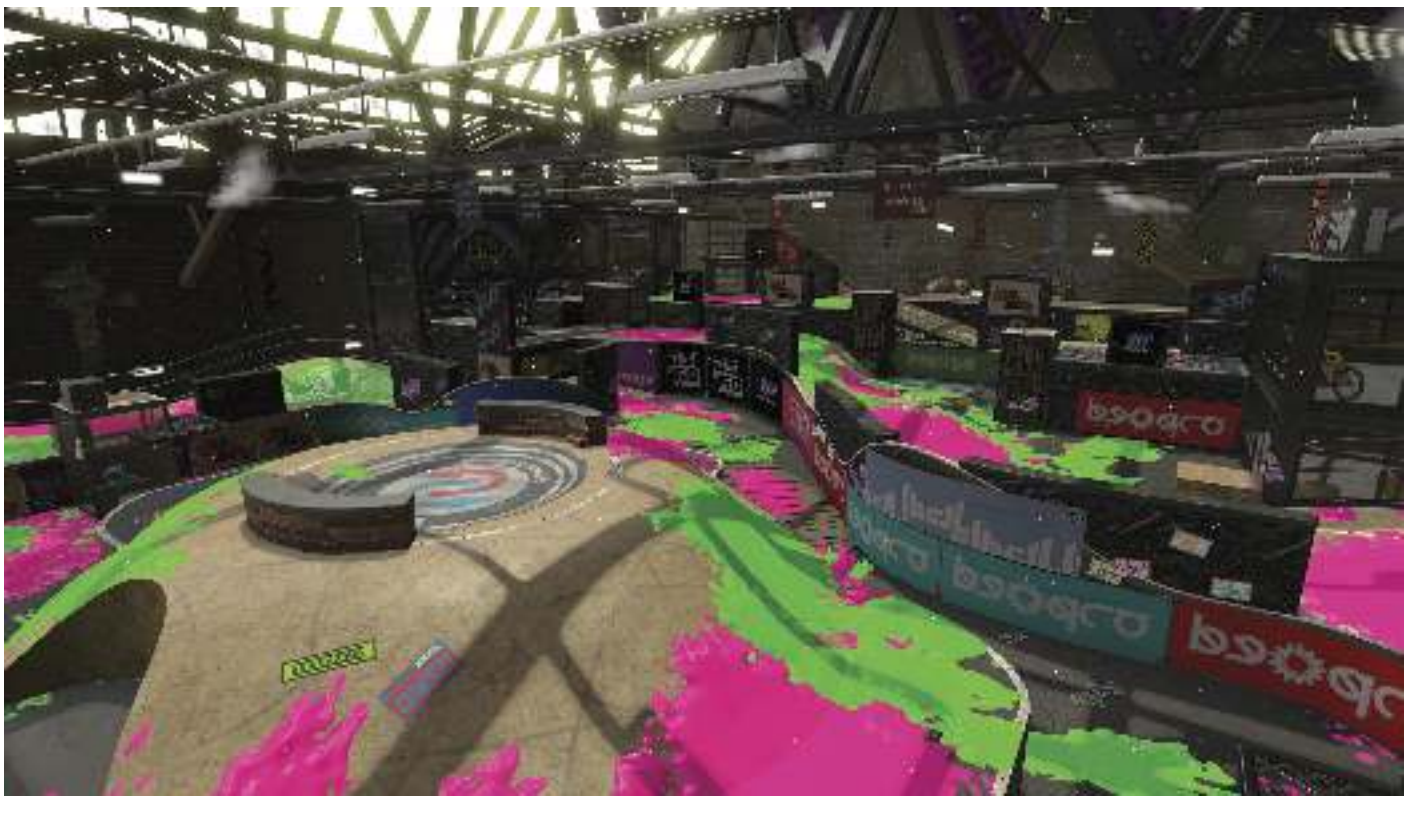
Recommended Abilities:

- Bomb Defense Up
- Quick Super Jump
- Special Charge Up

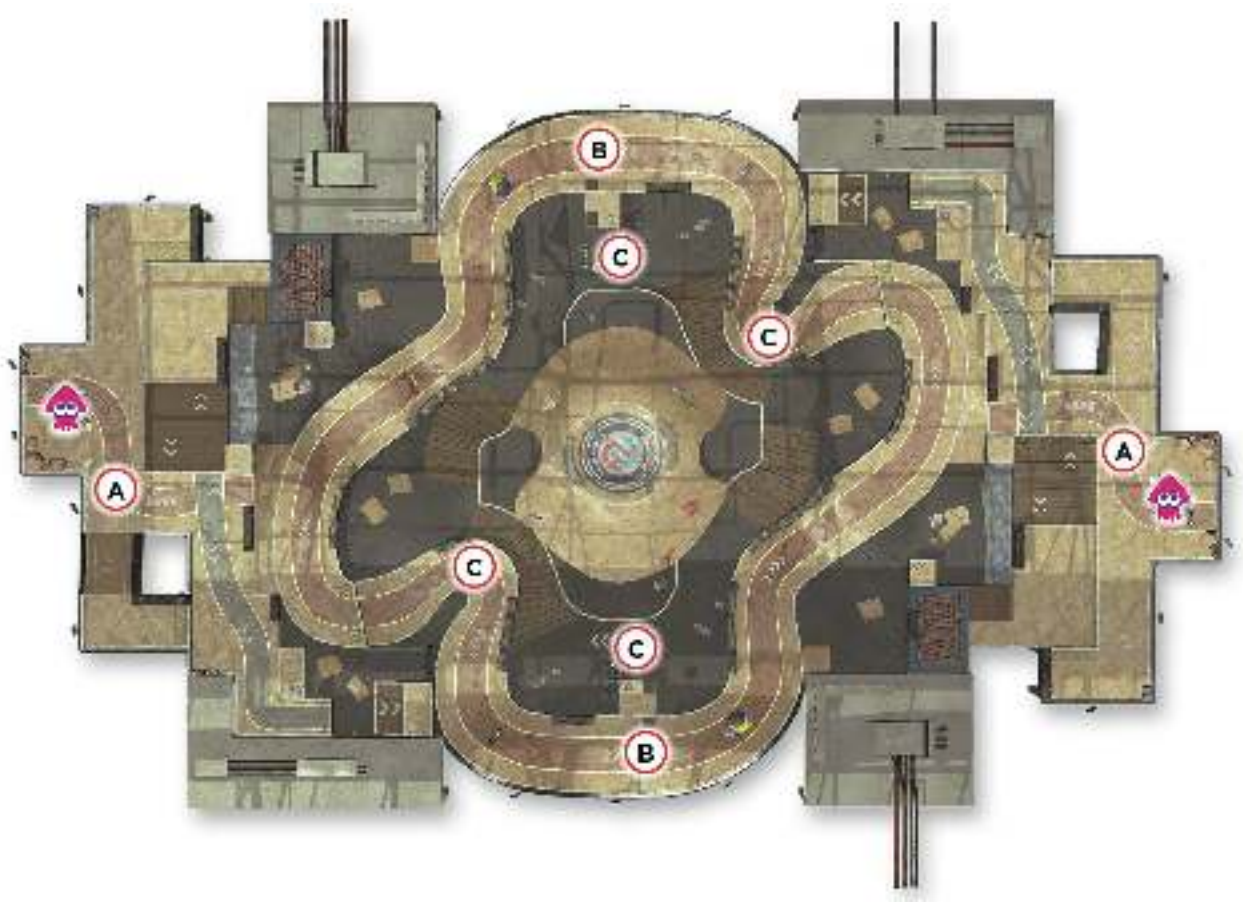
When you're defending in Tower Control, a good Blaster is essential for splatting opponents riding the tower. Tower riders tend to hide in their ink or behind the vertical post. By firing just above the tower, Blasters have the ability to rain down ink from above, splatting opponents regardless of where they're hiding. Since bombs are always flying in this mode, Bomb Defense Up is a worthwhile ability. Use Quick Super Jump for rapid response to the stage's center. When your team controls the tower, the Special Gauge fills at a faster rate. Special Charge Up increases the fill rate even more, ensuring you can access your special more frequently.

Splatoon 2

Humpback Pump Track
Overview



This off-road cycling track doubles as an arena during Ink Battles, presenting contestants with unique terrain. The arena features a series of inner and outer undulating tracks surrounding a central hill. Regardless of game mode, the hill in the middle of the arena is hotly contested, leading to some chaotic ink exchanges. Always look for flanking opportunities when approaching this hill, attacking from a direction your opponents aren't expecting. Each team maintains a large and fairly secure area around their spawn point, so don't overlook this area, particularly during Turf War matches, when ink coverage is all that matters.



Legend	
	Key Location
	Spawn Point

Splatoon 2

Humpback Pump Track

Key Locations

A Safe Zones

The area surrounding each team's spawn point is very large—each side accounts for approximately 15% of the map. During Turf War matches, at least one player should focus on inking this area while the rest of the team pushes to the center. This area is largely off-limits to opponents due to the outer walls that can't be inked. Consider this area a safe zone, where you can engage opponents in the center without fear of being flanked. Opponents can still arc ink and bombs over the walls, so don't get too comfortable up here.

B Flanking Paths

While most activity is focused on the central hill, look for opportunities to flank. The outer perimeter tracks are a great way to get around the hill without exposing yourself to heavy fire and bombs. Given the width of the track, this is a good area to patrol with a roller, particularly during Turf War matches. Once you've moved to a flanking position, monitor activity on the hill and consider making a push to the top. Chances are, opponents positioned on the hill are looking in the direction of your team's spawn point—they're probably not expecting to come under attack from the side or rear.

C Perimeter Perches

Even if your team controls the center hill, sometimes it's easier to defend this hotspot from the perimeter. Fortunately, there's a number of elevated perches along the outer track that offer a great view of the map's center. When using a mid-to-long-range weapon, you can easily hit any opponents attempting to occupy the hill. Be mindful of getting flanked, as the outer track is likely to see a fair amount of traffic. Keep moving, constantly shifting from one perch to the next—stop at a perch long enough to inspect the hill before moving on.

Humpback Pump Track

Recommended Weapons

Aerospray MG

Due to the various turns and walls, there aren't many long sight lines on this map. Short-to-mid-range weapons, like the Aerospray MG, work well here, offering solid ink coverage and a high rate of fire, ideal for skirmishes on the center hill.

Blaster

When using a Blaster here, take cover behind a wall and lob ink skyward, allowing the ink to rain down on unsuspecting opponents. This is a sneaky way to attack the center hill from the inner track.

Curling Bomb

Due to the numerous ramps on this stage, the Curling Bomb is ideal for spreading ink and scoring sneak attacks. The undulating tracks make it difficult for opponents to see these bombs until it's too late.

Splatoon 2

Humpback Pump Track
Game Modes

Turf War

When occupying the hill, watch out for sharpshooters on the periphery. Be ready to swim behind the walls atop the hill to avoid getting splatted.

- Ink the safe zone near your team's spawn point, as it accounts for approximately 15% of the map. Opponents can't reach this area, so once it's inked, it's relatively safe. Don't forget to ink the foam pit to the left of your spawn point—this offers a good view of the map.
- There's a lot of real-estate to ink in the center. Take control of the hill in the middle and ink the approaches. The wooden walls on the humpback hill portion are inkable, so watch for opponents swimming up these walls.
- Use a roller to paint the perimeter paths and the safe zone while teammates push forward to engage the center of the hill. Avoid the inner track around the hill unless you're going for a flanking, stealth splat.

Splat Zones

The Splat Zone is situated atop the central hill. Rush to the center as quickly as possible to claim the zone before the opposing team. Once one team controls the zone, it can be difficult for the other team to capture—the hill is a highly defensible position.

- Long-range weapons can provide cover from the side perches, but this is ultimately an in-your-face close-quarters battle.
- Prepare to rush the middle. Ink the interior walls leading to the Splat Zone and swim up the vertical surfaces instead of running up the ramps from the sides. This allows you to swim up into the zone, while taking cover behind the low walls atop the hill.
- Short-range weapons like the Splat Dualies and Octobrush can be really helpful here. The Splat Dualies in particular, because of their dodge roll ability.
- Use the small jump platforms to move in and out of the Splat Zone. You can also ink the tops of the curved walls in the zone, allowing you to hide in your ink—opponents probably won't notice you here. Keep in mind that the entire Splat Zone is extremely vulnerable to incoming bombs, so be ready to move.

Rainmaker

Rainmaker adds two Ink Rails, one on each side of the map. This provides a quick way to reach the map's center, where the Rainmaker resides, atop the hill. This is also a good way to sneak up on the Rainmaker carrier. Remember, you can be shot while riding an Ink Rail, so don't linger up here too long.

- Use the Ink Rails to quickly reach the center platform, to the left of the Rainmaker. From here you can grab the weapon and continue across the map to the right and up the perimeter path. Or double back to the left and swim up the large vertical wall to the left of the capture point.
- When carrying the Rainmaker, it's better to continue across to the right, as there are fewer turns and longer sight lines. Fire the Rainmaker all the way to the corner and swim after it; then turn left, fire at the capture point, and swim up. The left-hand route, up the inkable wall, is shorter but requires more turns—this path is best utilized when you're accompanied by an escort who can ink a path for you.
- Remember that you can jump off the Ink Rails at any point. Leap straight ahead for the Rainmaker at the first node.
- Watch where the Rainmaker carrier is firing—wait for the burst from the Rainmaker to explode, then toss a bomb at the impact point. If your timing is right, the Rainmaker carrier may swim directly into your bomb's blast radius.

Tower Control

The tower is extremely vulnerable as it approaches the second checkpoint. If you're on defense, this is your opportunity to take back the tower—fire down on the tower riders, raining down ink and bombs. If the tower advances beyond this checkpoint, it's difficult to secure a victory.

- While it may seem like an excellent defensive position, the foam pit on the left, near the final capture point, is too far away to be of much use. You're better off moving forward and attacking the tower as it stops at the preceding checkpoints.
- The last checkpoint is low and can be walked onto by the defending team—this is a great spot for a Splash Wall. Maintain the high ground and fire down onto the tower riders. Keep in mind that once this checkpoint is cleared, the finish is just a second or two farther. Defend the last checkpoint with all your might!
- This map is a tug-of-war atop the hill in the center without a lot of reason for finesse. Send scouts to ink the areas around the checkpoints ahead to slow down the enemy approach.

Splatoon 2

Inkblot Art Academy
Overview

This posh, minimalist outdoor plaza is about to undergo a major transformation as ink starts flying, coating the grounds and art installations with bright, cheery colors. Ink Battles on this map tend to gravitate around the tower structure in the central plaza, but there are plenty of interesting and less-traveled areas to explore, like the side alleys and parks on the periphery. Always watch out for opponents on elevated perches, and be careful when crossing the various ramps, as they can't be inked.

Legend	
	Key Location
	Spawn Point

Inkblot Art Academy

Key Locations

A Central Tower

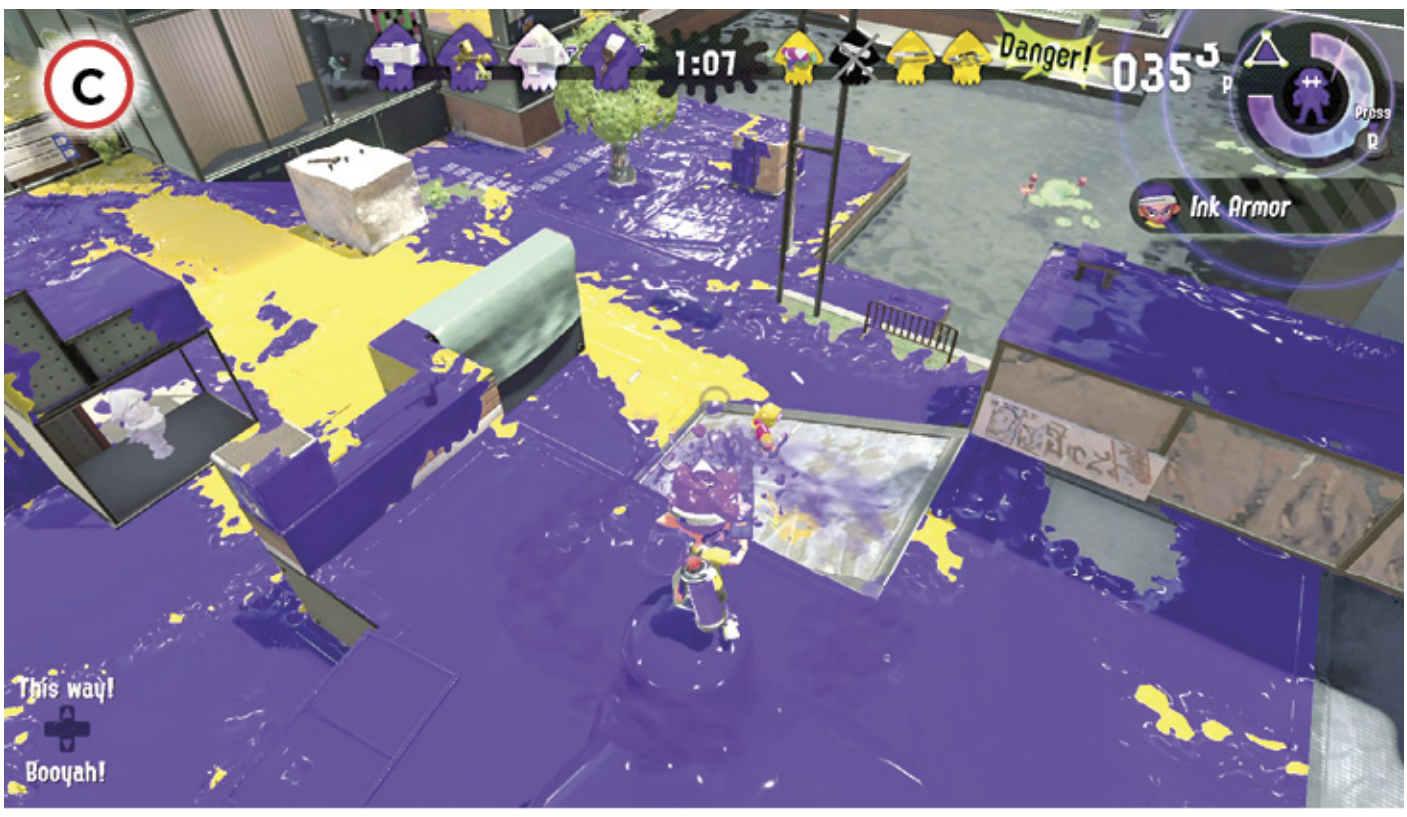
The tower structure in the central plaza is the focal point of most Ink Battles. As one of the highest spots on the map, it's a popular hangout for sharpshooters armed with charged weapons. But almost any weapon is effective from this vantage point—rain down ink and look for opportunities to use the Splashdown and Tenta Missiles specials. All sides of the tower can be inked, so watch out for opponents attempting to flank you. Ink Mines can serve as a good deterrent to such dastardly sneak attacks.

B Peripheral Parks

The two parks on the edges of the central plaza see little action, regardless of game mode. When spawning at your team's base, advance through the narrow alley on the left to reach this park, which can serve as a flanking path that allows you to access the map's center without coming under immediate attack by opponents posted on the central tower. During Turf War matches, ink both parks to secure some easy territory. Since these parks are rarely visited, you're unlikely to face much opposition. Once you spread ink here, chances are it'll remain untouched for the duration of the match, allowing you to focus on other areas.

C Sculpture Perch

Squid-jump to the top of the hand-like sculpture, outside either team's spawn point, to get a good view of the surrounding area. Climb to the very top of the sculpture and start spreading ink—mid-to-long-range weapons work well for this. Unless they're equipped with long-range weapons, opponents below have a tough time hitting you up here. Still, be ready to retreat if you start taking fire. Keep an eye on the ramp to the right—it can't be inked, which means movement is difficult. Fire down on the ramp as opponents cross it. Incapable of swimming, opponents must run to escape your ink barrage.



Inkblot Art Academy

Recommended Weapons

Splat Charger

Thanks to the high perches and excellent sight lines, the Splat Charger and other long-range weapons are popular choices on this map. The Sting Ray special is particularly useful for picking off opponents hiding behind cover.

Splattershot Jr.

While it lacks the range of the Splat Charger, the Splattershot Jr. packs a punch during mid-to-close-quarters encounters, making it a versatile choice for any game mode. The loadout's Splat Bombs are also effective when tossed from an elevated position.

Splashdown

The Splashdown special is popular on this map due to the various high perches. Once the special is available, swim to the top of one of these elevated positions and activate Splashdown to surprise unsuspecting opponents below.

Inkblot Art Academy
Game Modes

Turf War

The central tower isn't the only worthwhile elevated position. Swim up to this grate, near the statue, to rain ink down on the surrounding area. If you're equipped with a long-range weapon, you can even splat opponents traversing the central plaza.

- The area around your team's spawn point accounts for nearly 17% of the map's inkable surface, so don't neglect it. However, this area can be breached by opponents swimming up the wooden wall to the left of the statue—this wall is located beneath the black grated platform. While such infiltrations are rare, be prepared to counter attacks and reclaim territory.
- The low-lying park beyond the left-hand alley sees little use and can be inked to give your team an edge. This is also a good flanking route when attempting to access the central plaza.
- The central tower is critical for flinging ink all over the central plaza, particularly when using the Splattershot in conjunction with the Splashdown special.
- Infiltrate the opposing team's safe zone at the end of the match to spread ink near their spawn point. Be sure to ink their side alley, where they're least likely to spot you.

Splat Zones

While inking the Splat Zone is the objective, don't be surprised if sniper duels break out between Inklings on the central tower and the peripheral perches. Sharpshooters are essential for chasing opponents off the tower. Only then is it safe to secure the Splat Zone.

- The top of the tower in the center does not count toward the Splat Zone, which means you cannot break enemy control by splatting the top of the tower. The zone appears large, but only the ground-level surfaces count toward securing the Splat Zone.
- The top of the tower is a great place from which to defend the Splat Zone, but opposing snipers can shoot across the zone from the perches overlooking this area. Inklings atop the central tower are very exposed.
- Use the marble blocks on either side of the zone for cover while defending. Consider making dashes across the zone, up and over the tower, while transitioning from one marble block to the next. Stay on the move, but don't go too far.

Rainmaker

The Rainmaker sits in the center of the wide-open central plaza. Don't make a move for the Rainmaker until you can secure the plaza's perimeter. Otherwise you'll likely be splatted by opponents camped nearby. This can lead to a tense standoff at the beginning of a round. Who will be the first to make a move?

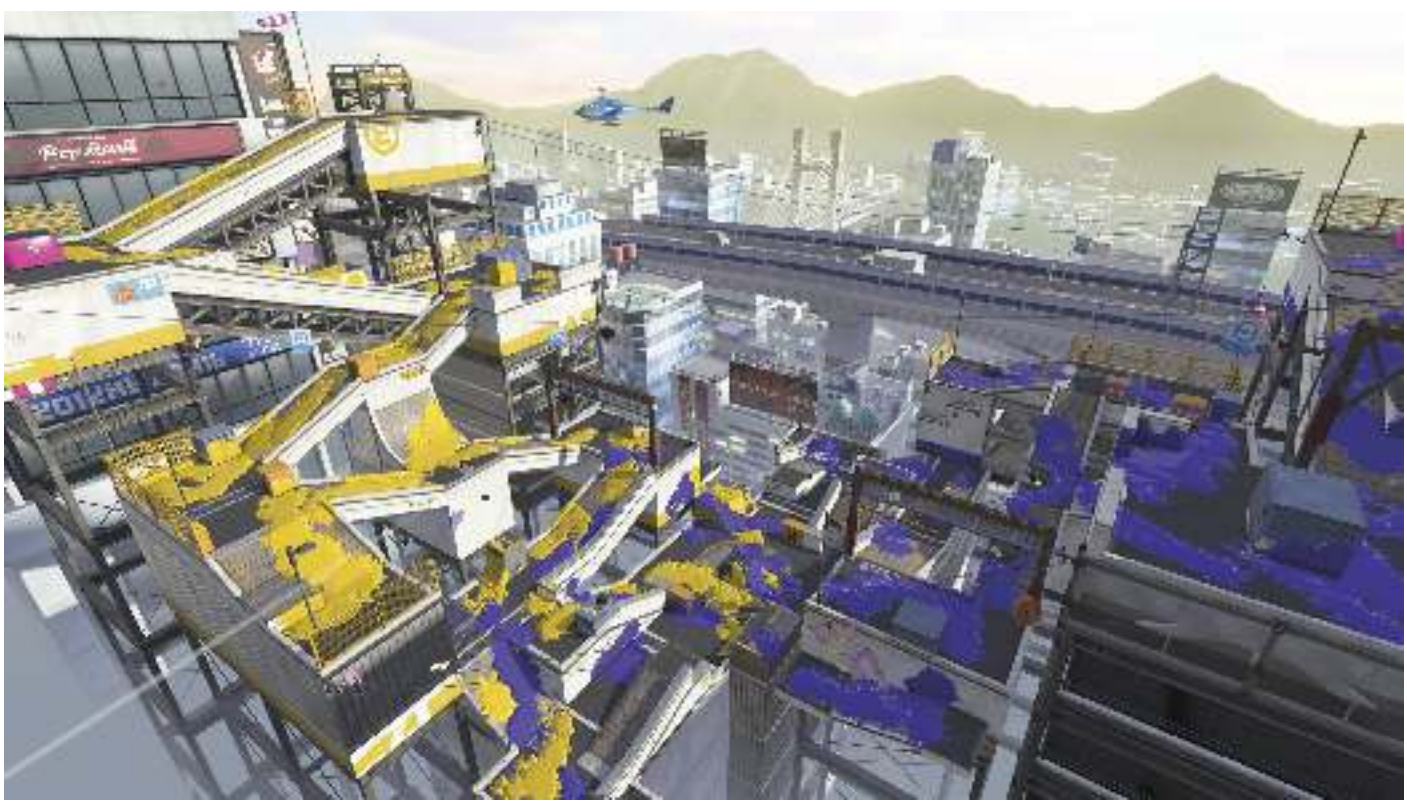
- During Rainmaker, the central tower is replaced with two towers, one on each side of the plaza. Acquire an elevated position and focus your firepower on popping the Rainmaker's bubble before making a push for the weapon.
- Swim up the large wall to the left of the Rainmaker to access the opposing team's capture point. Ramps leading up to the capture point make entering the safe zone easier. But some ramps can't be inked, making for a slow and somewhat vulnerable advance.
- The capture point is best defended from atop the statue or black grate nearby. Hide in your ink, then pop out and surprise your opponents with bombs or a well-timed Splashdown.

Tower Control

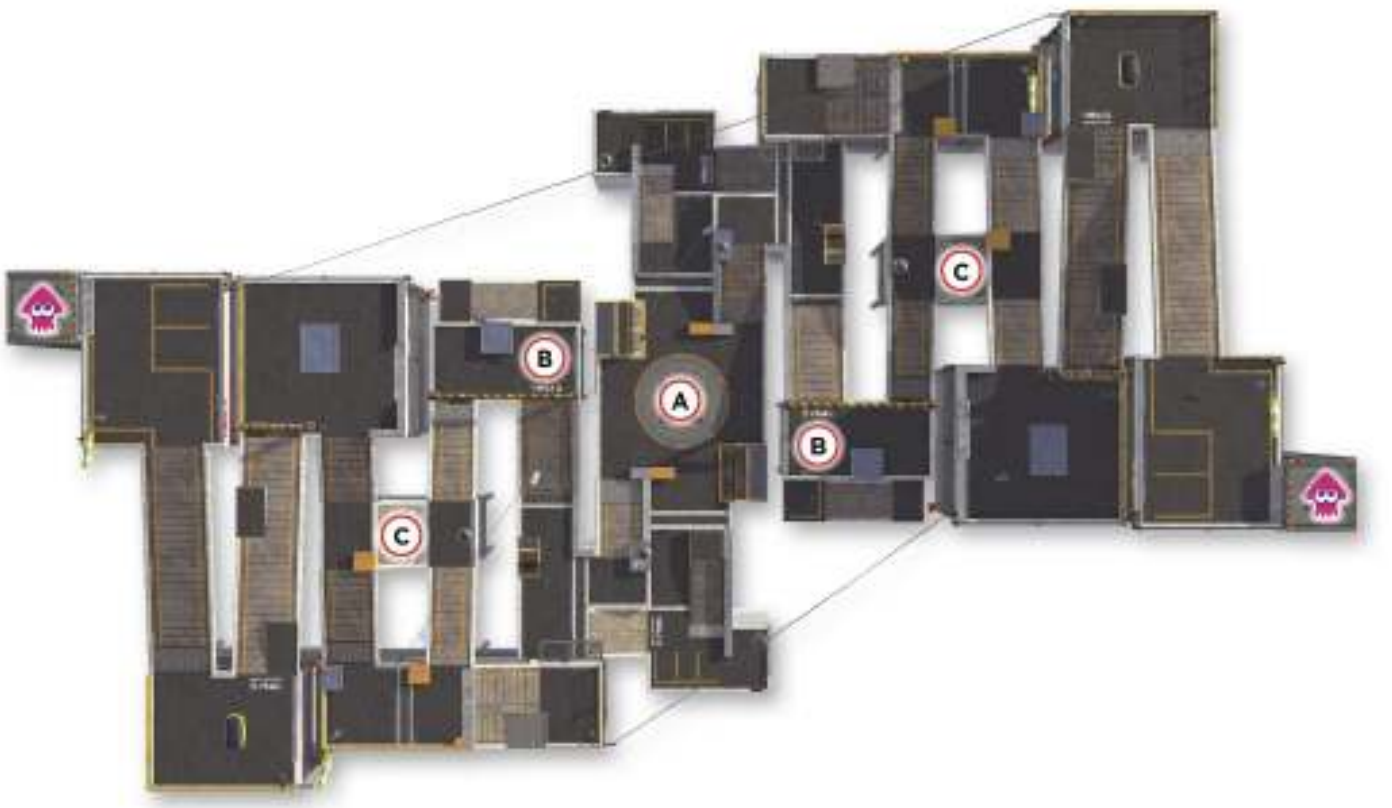
Surrounded by elevated platforms and perches, the tower riders are always vulnerable, particularly as they hit the two checkpoints. To avoid getting picked off by sharpshooters, send teammates forward to engage and harass defenders.

- In Tower Control, the layout of the map is similar to Rainmaker, featuring an open plaza, with the tower starting in the center. Expect an early standoff as both teams vie for control of the plaza before making a move for the tower.
- Defend from the statue or the black grate, near the tower capture point. These elevated positions offer a great view of the approaching tower, particularly if you're equipped with a long-range weapon.
- The Splat Charger is a great choice for defense. If the opposing team takes the tower, immediately fall back to the statue or black grate and open fire on the tower riders. The Sting Ray special comes in handy for clearing the tower, capable of shooting through the tower's center post.

Moray Towers
Overview



Consisting entirely of platforms connected by narrow ramps, Moray Towers never features a dull Ink Battle. This fan favorite has returned, giving new players a chance to experience this classic map. Within its terraced layout, both teams begin on the high ground and travel downward to the center. As a result, maintaining a height advantage is the key to victory in all game modes. Snipers rule this stage, thanks to the long, unobstructed sight lines. Roller-based weapons are also effective, particularly when it comes to inking all those narrow ramps. But watch your step—falling off one of the ramps or platforms guarantees you a one-way trip back to your team's spawn point.



Legend
Key Location
Spawn Point

Moray Towers

Key Locations

A Center

The center of the map is a good place to avoid. For one, this is the lowest point on the stage and it's surrounded by elevated platforms and ramps. As a result, ink is constantly splashing down on this platform, whether intentionally or not. When you need to ink this area, do it from the perimeter platforms and ramps, then swim through your ink to reach the other side of the stage. Limit your exposure on this low platform unless you're making a push during Rainmaker, Splat Zones, or Tower Control. When possible, use the perimeter Ink Rails to reduce your chances of getting splatted.

B Sniper Perch

These two opposing platforms overlook the center of the stage, making them excellent sniper perches. Sharpshooters here can hit anything in the center of the map, as well as on the adjoining platforms and ramps. If you don't have a long-range weapon, steer clear of this area to avoid getting caught in the crossfire of a sniper duel. You can bypass this platform by simply leaping down from the adjoining ramp. When rushing this area on the opposing team's side, ink the wall near the stage's center and swim up, or use the Ink Rail rising up from the center's right-hand edge.

C Quarter-Pipe Ramps

Climbing the opposing team's ramps can be extremely dangerous, as they always have the high ground coming out of their spawn point. Therefore, look for shortcuts, such as the Ink Rails. These quarter-pipe-style ramps offer another shortcut. Ink the ramps and swim up. While swimming, you're difficult to spot, particularly amongst the chaos in the center. Don't be surprised if opponents simply run or jump past you. When all's clear, continue swimming to the top and resume your ascent up the opposing team's ramps. This is a great way to ink new territory during the last moments of a Turf War match.

Moray Towers

Recommended Weapons

Carbon Roller

All roller-based weapons are ideal for inking the various ramps, perfect for claiming territory during Turf War. The Carbon Roller's lightweight design in particular results in higher rolling speeds, allowing you to ink those perimeter ramps in a flash.

E-liter 4K Scope

Snipers favor the E-liter 4K and this scoped variant, thanks to their hard-hitting, long-range capabilities. Watch for opponents attempting to flank your position—use Ink Mines to deter such sneak attacks.

Splat Dualies

When you need to reach the center fast, as in Splat Zones, Rainmaker, or Tower Control, consider choosing the Splat Dualies. While firing, dodge-roll off the sides of the ramps to rapidly descend to the center. This is considerably faster than squid-jumping.

Moray Towers
Game Modes

Turf War

Roller-based weapons are king during Turf War. The width of most rollers is perfect for coating the various ramps. All it takes is one quick pass with a roller to completely ink a ramp. The adjoining platforms are also easily inked with roller weapons. Near the center, stand on a platform and swing your roller to fling ink onto the ground below.

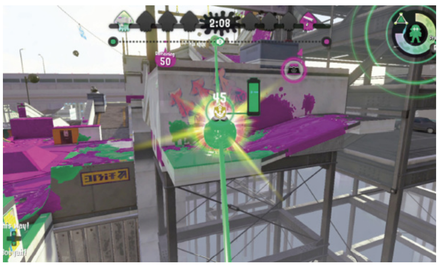
- Unlike most maps, nearly 100% of this stage is up for grabs during Turf War, so don't hesitate to ink your way deep into the opposing team's territory. Consider waiting until the last minute of a match before making a push up the opposing team's ramps. Keep an eye on the map—opponents might be making a similar push up your team's ramps.
- If all the ramps on your team's side are inked, don't waste time running or swimming down them. Instead, leap toward the center of the stage, squid-jumping down from one ramp to the next. Make sure you jump off each ledge, rather than falling off—otherwise you'll fall off the stage, earning a trip back to your team's spawn point.
- Don't overlook the narrow strips of territory on the outer edges of the center platform. These areas don't yield your team much territory, but they can be good places to hide in your ink and replenish your Ink Tank while fighting in the center. These are also clever spots to place Squid Beakons, giving your team instant access to the stage's center. This comes in handy for applying pressure against the opposing team's ramps.

Splat Zones

Unlike in other maps, there are two Splat Zones on Moray Towers, both situated in the map's center—both zones must be inked to accrue points. The zones can be neutralized by inking half of either zone. By inking half of one zone from above and drawing opponents into the zone to re-ink, your team can splat the opposing team and retake both zones to maintain control.

- Rush to the center as quickly as possible to ink the two Splat Zones, then fall back and defend from the elevated platforms on your team's side of the map. While defending from these elevated positions, you can counter any capture attempts from the opposing team.
- Consider having a player with a Splat Roller hang out in the flanks and use a Curling Bomb to ink both zones, pestering enemies as they try to capture. The Splat Roller can quickly recapture neutralized zones.
- Super Jumps are critical in this mode, especially if your team has secured both Splat Zones and begun the push up the opposing team's ramps. Harass the opposing team as they exit their spawn point, denying them access to the Splat Zones. Consider using Squid Beakons to prevent spawn camping.

Rainmaker



The Rainmaker is located in the center of the map—expect an early standoff as both teams attempt to secure the center before moving in for the Rainmaker. The Ink Rails offer the quickest path to capture points. Avoid trudging up the ramps whenever possible.

- The Ink Rails are essentially in the same positions, but they now flow upward, making it easier to advance toward the capture point while carrying the Rainmaker.
- Once the Rainmaker is acquired, take it around to the right and use the Ink Rail to reach the top of the lower ramp. From there, use the next Ink Rail, leading to the quarter-pipe ramp. Ink the quarter-pipe ramp and swim to the top. Finally, turn right and make a push to the capture point.
- When rushing to the capture point, squid-jump with speed off the final Ink Rail. Charge the Rainmaker while in the air and blast the quarter-pipe ramp wall to completely ink it with one shot. When you land, all you have to do is swim up the ramp and continue toward the capture point.
- The Rainmaker exhibits heavy recoil when fired, pushing you back. Make sure you're not standing near a ledge when firing, otherwise you may fall off the stage.

Tower Control

The tower starts in the center of the map, putting riders at a serious disadvantage, given the high terrain surrounding this area. The tower is particularly vulnerable when stopped at the two low-lying checkpoints. Therefore, it's up to teammates to clear a path for the tower, harassing defenders on the ramps leading to the capture point.

- There's a lot of opportunity for close-quarters combat in this mode, as the tower passes through very tight confines. The Hero Roller and Hero Brush are both effective.
- Use the Ink Rails to drop onto the tower. Surprise opponents this way, then smack them using a roller. The Ink Rails are configured identically to Turf War, flowing down toward the center.
- Consider having one player serve as a last line of defense. When defending, keep the tower in front of you at all times. If the tower gets behind you, it will have the height advantage. Maintain the high ground until you can claim the tower, and repel the enemy before you advance.
- The tower can be captured quickly after clearing the first checkpoint, so don't let the opposing team advance much farther. There isn't a lot of distance between the second checkpoint and the capture point, which means there's little time to establish a comeback.

Port Mackerel
Overview

Port Mackerel is back, with a new, open layout featuring sponges Inklings can expand to reach elevated positions. This flat seaside dock facility contains only a few modest ledges. As a result, most of the fighting occurs at ground level. Expect a mix of long- and short-range engagements, particularly when fighting among the narrow corridors created by the stacks of shipping containers. Even with the third-person camera, there are plenty of blind corners here, so approach intersections cautiously. Otherwise you may be blindsided by a roller or charge-based weapon. Ink Mines and Curling Bombs are also common threats.

Legend
Key Location
Spawn Point

Port Mackerel
Key Locations

A Shipping Container Center

Most fighting in the stage's center occurs at ground level, as Inklings race among the shipping containers while spreading ink. Compared to this map's previous iteration, the center is relatively open. The automated forklifts are still here, continually moving back and forth. Ink the sides of the forklifts and swim up top for a height advantage. Jump off forklifts to access the tops of adjacent shipping containers. Note, the tops of shipping containers covered with black tarps cannot be inked, denying you spots to refill your Ink Tank. Ink the sponges in the center to access the high ground. Even a slight height advantage can make all the difference in this high-traffic area.

B Elevated Paths

These four elevated narrow paths, just off each team's spawn point, provide a quick way to reach the center of the stage without coming under heavy fire. Access these areas near the spawn points, or by inking the adjacent sponges and jumping across—barriers along the perimeter ledges prevent Inklings from swimming up the walls. Furthermore, the sponges can only be inked by the team whose spawn point is nearby, so the two paths on your team's side are unlikely to be occupied by opponents. Ink these areas thoroughly during Turf War. Once done, you probably won't have to return here. Consider placing Squid Beakons on these paths near the center of the stage. If you can occupy one of these paths on your opponent's side, using Squid Beakons allows your team to apply consistent pressure against the enemy spawn point.

C Spawn Exit

Located just off each team's spawn point, these narrow alleys see some high traffic and serious carnage. After spawning, most players charge through here, which is fine early in a match. But as the center becomes contested, consider taking the elevated side paths. Once the center is occupied by the opposing team, they have an easy time engaging your team through these narrow alleys—snipers and Sting Ray attacks are particular threats. In an attempt to reclaim this area, attack from the perimeter paths, or use Curling Bombs to target opponents and spread long lines of ink toward the stage's center. Splash Walls can also be effective when fighting for control of these narrow corridors.

Port Mackerel

Recommended Weapons

Tentatek Splattershot

Any rapid-firing weapon serves you well on this map, particularly when operating around the tight confines of the shipping containers. This loadout's Inkjet special is great for gaining a temporary height advantage when challenging opponents in the center.

Splat Roller

While any roller is effective here, given the flat narrow lanes, the Splat Roller comes equipped with Curling Bombs. When you're not rolling ink, use Curling Bombs to create narrow ink lines that let you swim forward while replenishing your Ink Tank.

Splatterscope

Charge-based weapons come in handy for laying down long, narrow ink lines, ideal for coverage in Turf War. These weapons are also great for splatting opponents, particularly during Rainmaker and Tower Control matches. The Sting Ray special is effective when engaging pesky opponents hiding behind cover.

Splatoon 2

Port Mackerel
Game Modes

Turf War

Ink this large sponge nearest your spawn point, and use it to transition between the left elevated path and the shipping containers in the center. This sponge can only be expanded by your team, preventing opponents from accessing these elevated areas. Likewise, you can't expand the sponges on the opposing team's side of the map.

- Technically, there are no safe zones on this map, as the opposing team can ink right up to your team's spawn point. However, opponents are unlikely to access the elevated paths to the left and right of your spawn point. Thoroughly ink both of these paths. Together, these paths and the area around your team's spawn point account for approximately 19% of the map. That's a huge chunk of territory that should never be overlooked.
- Consider equipping weapons capable of inkling the long alley areas. Charge-based weapons, like the Splat Charger, are great for inking these narrow pathways with a single charged shot. Curling Bombs are also effective.
- While this map contains no true sniper perches, charge-based weapons can still make an impact when you're vying for control of the center. Use the center's forklifts or sponges to climb atop the containers, then fire down on opponents moving through the narrow alleys below. When you're not splatting opponents, use the weapon's range to spread ink down the narrow lanes.

Splat Zones

The Splat Zone is nestled between the shipping containers in the center of the map. Expect plenty of chaotic close-quarter fighting in this area. Look for opportunities to gain a height advantage by inking and expanding the nearby sponges. Or use Inkjet specials to attack from the air.

- Get on top of the sponges in the Splat Zone, and use the Slosher to rain down ink on opponents attempting to neutralize the objective. Swinging a roller or the Octobrush is another effective way to smack opponents with large globs of ink.
- This is a linear map, with few flanking opportunities leading to the central Splat Zone. Once your team captures the zone, consider cutting off opponents by pushing toward their spawn point. Don't advance beyond the elevated paths coming out of their base. By covering the center and two elevated paths, you can effectively block them from reaching the Splat Zone. To avoid getting trapped in your base, consider deploying forward Squid Beakons early in the match.
- There are no forklifts in this mode, but you can still ink and expand the nearby sponges to reach the tops of the surrounding shipping containers. While the sponges and containers aren't very high, they provide an excellent view of the Splat Zone.

Rainmaker

When carrying the Rainmaker, swim up this sponge and squid-jump to the tops of the nearby crates, then to the elevated walkway on the left—this is the fastest route to the capture point. Defenders are likely expecting this approach, so don't be surprised if you come under attack as soon as you reach the top of the sponge.

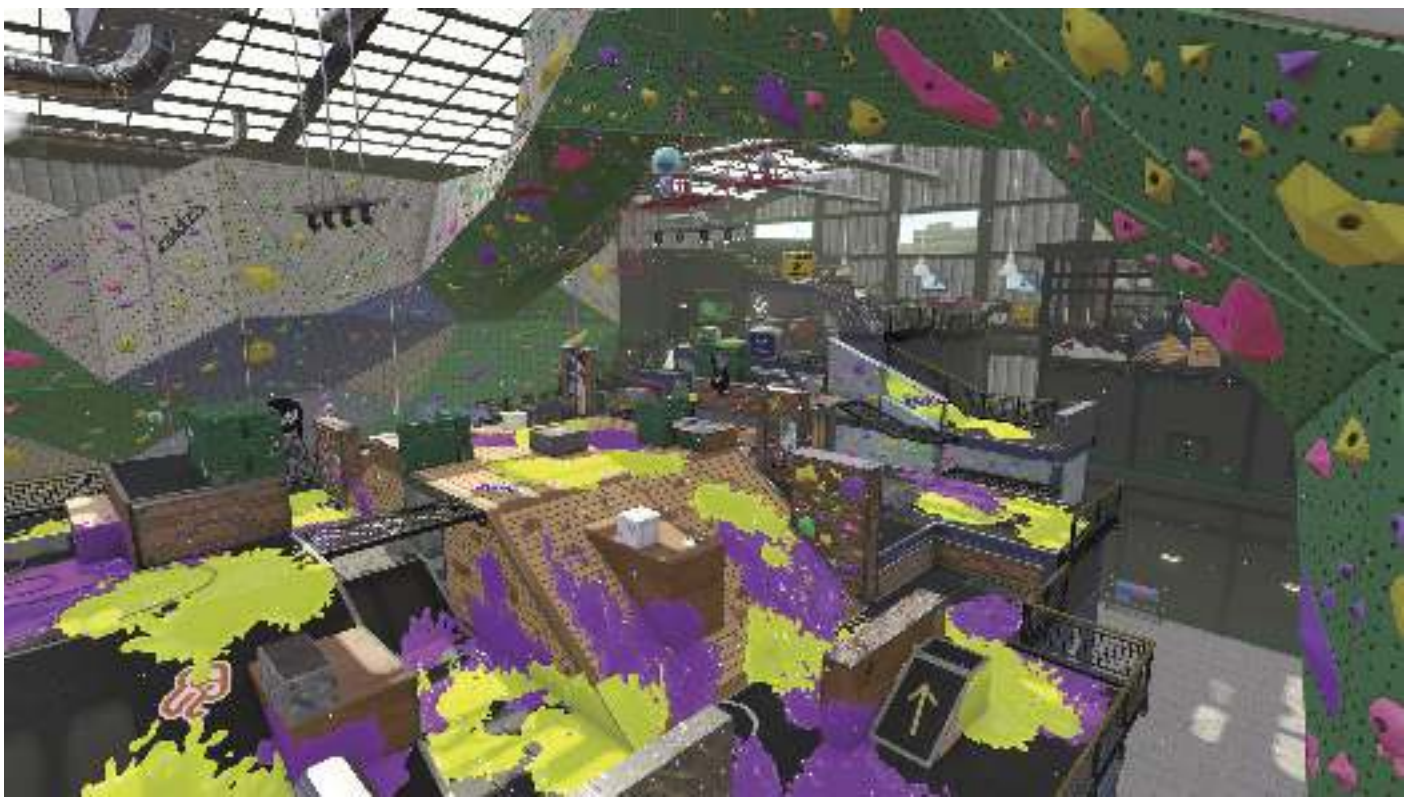
- The Rainmaker starts in the center of the stage, between the shipping containers. Instead of rushing the Rainmaker at the start of the round, look for opportunities to flank the opposing team. Use the shipping containers to conceal your sneaky maneuvers, then pop around corners to splat your unsuspecting opponents. Once you've thinned the ranks, make a move for the Rainmaker.
- The sponges are in different locations in this game mode. Those in the center allow you to access the tops of the containers, overlooking the Rainmaker. There's also a sponge near each capture point—these can only be expanded by the attacking team, providing them with an elevated route to the capture point. Rainmaker carriers taking the low path are vulnerable to opponents shooting down from all sides.
- Keep in mind that the Rainmaker carrier is always highlighted. Consider using a Splat Charger or scoped long-range weapon to line up your shots as the Rainmaker carrier climbs a sponge or moves atop the containers.

Tower Control

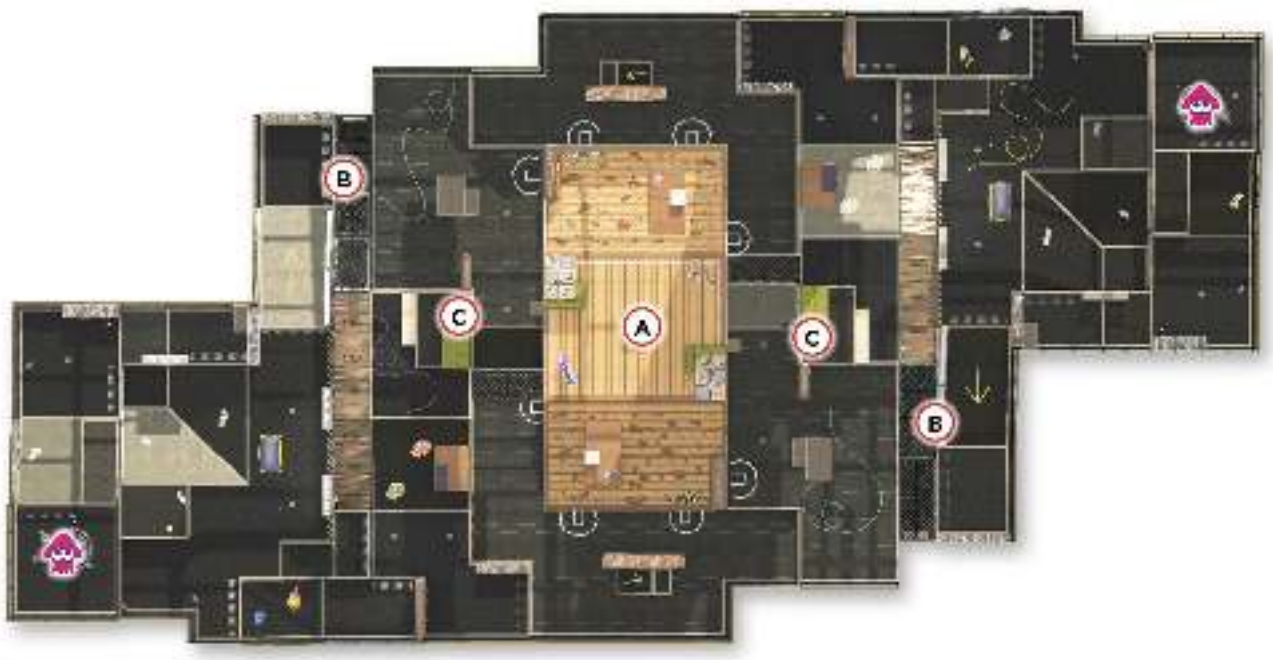
The sponge near the second checkpoint allows defenders to challenge tower riders at close range—splat opponents riding the tower, then jump on. The sponge can also be used to access the elevated path on the right, another excellent defensive position.

- As with the Rainmaker, the tower starts in the center of the map, surrounded by shipping containers. Use the sponges in the center to climb atop the containers. From these elevated positons, you have a better chance of challenging the tower riders. Otherwise, opponents on the tower have the height advantage.
- To quickly get back into the action after respawning, ink a path from your team's spawn point to the tower. Swimming to the center is vital when there are no opponents to Super Jump to. Placing Squid Beakons along the tower's path is another wise option for keeping your team in the fight.
- The right elevated path leading out of your team's spawn point is great for defense. From here you can engage the approaching tower as it travels between the first and second checkpoints. Riders are extremely vulnerable when stopped at these spots, so make sure you're in a position to take advantage.

Musselforge Fitness
Overview



Surrounded by climbing walls, Musselforge Fitness is more than a trendy gym; it's also the site of some intense Ink Battles. In nearly every match and game mode, the action gravitates around a large hill structure in the middle of the map. But don't get preoccupied with pushing to the center. There's a lot of territory to ink around the perimeter and near each team's spawn point—inking these less-traveled areas pays huge dividends during Turf War matches. Given the numerous tight turns and blind corners, consider choosing a short-to-mid-range weapon with a decent rate of fire.

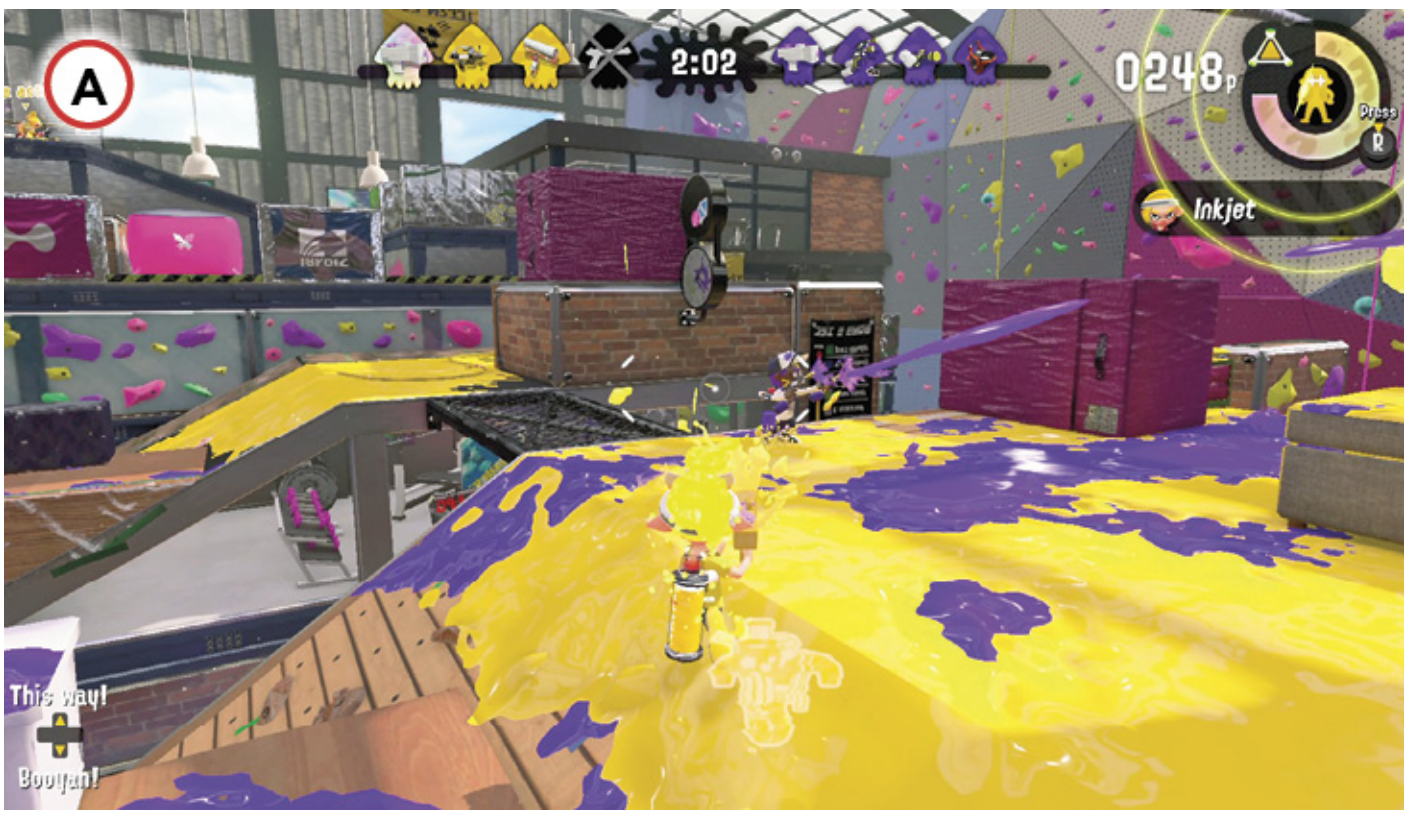


Legend
Key Location
Spawn Point

Musselforge Fitness
Key Locations

A Center Hill

This large hill structure in the center of the map sees a lot of action across all game modes. Naturally, most Inklings approach this hill via the two grated catwalks or the sloped sides. However, the vertical walls beneath the grates can be inked, allowing you to swim to the top. This is a sneaky way to stage a surprise attack if opponents are camped on the hill. Once you've occupied the hill, it's easy to spread ink along the surrounding, low-lying paths. The low L-shaped walls atop the hill provide decent cover and concealment—ink the surface behind these walls and hide in your ink, popping out as opponents draw near.



B Grate Chokepoint

The grated platforms near each team's spawn point are critical chokepoints. You must cross this grate if you wish to ink the large area in front of the opposing team's spawn point. Watch out for ambushes here, since defenders on the high ground can easily splat you as you negotiate the grate. Crossing this grate is a high-risk/high-reward proposition. If you can access this back area, you can ink a significant amount of territory, which can pay off during the final moments of Turf War matches. Be careful not to inadvertently swim across this grate—you'll fall off the stage and into the water below.

C Hill Overwatch

These raised brick platforms, near the grated catwalks, offer a great view of the central hill. Since these platforms are slightly higher than the hill, they allow you to rain down ink and bombs from the perimeter—mid- and long-range weapons work well here. This is a good option for chasing opponents off the hill. Such attempts are most successful when coordinating with teammates: provide covering fire from this elevated position while teammates flank from the sides or swim up the hill's vertical walls.

Musselforge Fitness

Recommended Weapons

N-Zap ’85

Rapid-firing weapons, like the N-Zap ’85, are the most versatile choice on this map. This loadout’s Ink Armor can make a difference when your team is executing an offensive push in the middle. Plus, it’s always nice to have Suction Bombs, particularly during Tower Control.

Slosher

This bucket-like weapon is ideal for flinging ink from the map’s elevated positions, particularly during Splat Zones and Tower Control matches. The supplied Suction Bombs and Tenta Missiles never go out of style.

Jet Squelcher

If you prefer long-range combat, the Jet Squelcher offers the best compromise of range and fire rate when compared to the slower-firing charger-based weapons.

Game Modes

Turf War

Although most fighting takes place around and atop the central hill, focus on inking the less-traveled areas, such as the perimeter paths. If you're feeling confident, make a push toward the opposing team's spawn point, inking the low area below their exit ramp.

- The L-shaped ramp leading out of your team's spawn point accounts for nearly 7% of the map. While this may seem small, inking this area can make a huge difference in a close match. Before pushing to the middle, make sure this ramp is thoroughly inked. The opposing team can't access this area, so once it's inked, it should be safe for the duration of the match.
- All wooden surfaces are inkable, but the lockers, weight cabinets, and vertical brick walls are not. The walls with multicolored climbing holds can't be inked either.
- The two low areas on the central hill's flanks are often overlooked. Don't forget to spread ink in both of these areas to give your team a slight edge in coverage. Maintain a low profile while operating here, as you're vulnerable to incoming fire from the surrounding elevated platforms.

Splat Zones

The Splat Zone is located atop the central hill, often leading to tug-of-war-style matches as both teams vie for control of this position. It's best to attack and defend the zone from the perimeter, firing down from the barriers or adjacent perches. Only walk into the zone when you need to chase out opponents.

- While Super Jumps are the preferred method of getting back in the action, create an ink trail from your team's spawn point to the Splat Zone. This facilitates faster travel when no teammates are available to jump to. Consider placing Squid Beakons on the hill's perimeter to maintain a presence in the center.
- The two hill overwatch perches are really valuable here, both offensively and defensively. Lob bombs from these elevated positions to neutralize the zone, preventing the opposing team from scoring. Or simply camp here and splat any opponents who attempt to rush the Splat Zone.
- Once you're in control, coordinate with you team to surround the Splat Zone. Assume positions on the hill overwatch perches and behind the L-shaped barricades. These are good spots for taking cover, provided you know which direction the enemy team is approaching from.

Rainmaker

The catwalks attached to the central hill are critical chokepoints during Rainmaker matches. Rainmaker carriers almost always cross these narrow grates while advancing toward the capture point, so be ready to counter by tossing bombs and flinging ink. If the carriers fall through the grate, they'll survive but suffer a serious setback.

- Rainmaker introduces two Ink Rails, each leading from the central grated catwalks toward the separate capture points. Once you've secured the Rainmaker, the Ink Rail route is the most direct, but it's also probably defended. Still, it's usually worth the risk. At the very worst, you'll get splatted a few feet from the capture point, likely giving your team the lead.
- Scoring the Rainmaker is tricky on this map, as there are only two predictable routes. When the opposing team acquires the Rainmaker, have at least two teammates fall back and defend. Be sure to cover the Ink Rail route on the right, as well as the path leading across the grate on the left.
- Given the difficulty of advancing the Rainmaker, coordinate with teammates to serve as escorts. Have one or two teammates sweep ahead, clearing a path to the capture point.

Tower Control

This raised platform overlooking the second checkpoint is an excellent defensive position during Tower Control matches. Instead of attacking the riders while the tower crosses the central hill, wait until the tower descends into the narrow alley between the first and second checkpoints—this is your cue to rain down ink and bombs.

- The tower starts off on the central hill. Reach this position as early as possible and ascend the tower to initiate an early push. At this point, the tower is at its highest position, allowing riders to fire down on opponents.
- To retake the tower, use the elevated perches between the first and second checkpoints and drop onto it. The tower is particularly vulnerable when stopped at the second checkpoint, positioned directly beneath the central catwalk. Defenders can fire straight down at the tower through the grate.
- Bombs are extremely useful for dislodging opponents on the tower. Throw them from the map's numerous elevated positions for greater precision. Suction Bombs are particularly effective. Sticking one of these bombs to the tower usually causes the riders to flee.

Splatoon 2

The Reef
Overview

The Reef is one of the hottest new hangouts for Inklings seeking to make a name for themselves in Ink Battles. Fighting usually gravitates around the bridge in the center of the map, leading to some intense ink exchanges. The spawn points are connected to elevated perimeter paths, ideal for monitoring the center. Due to the lack of inkable walls, the stage's various ramps are often used for climbing or swimming out of low-lying areas. Be careful when traversing these narrow ramps, as they may be watched, or booby-trapped, by opponents. Think twice before giving up the high ground—it's much easier to descend than to climb on this map.

Legend
Key Location
Spawn Point

The Reef
Key Locations

A Bridge

The bridge is the focal point of heavy fighting during all game modes. As the highest perch in the center, the bridge offers an excellent view of the surrounding low-lying areas. This makes it ideal for spreading ink around the periphery. While holding the bridge, make sure to ink every surface, including the railings on the side. If you're not careful, opponents can ink and swim along the railings before launching a surprise attack. If the opposing team holds the bridge, avoid the tunnel beneath it. The walls here can't be inked—opponents firing from above can effectively cut off your path of escape. The low areas on the sides of the bridge are best avoided as well. While the bridge is strong defensively, watch for flanking attacks. It's relatively easy for opponents to slip in behind you, so keep scanning for movement while holding this position.

B Spawn Safe Zone

During Turf War matches, the large elevated area around each team's spawn point is completely inaccessible by the opposing team. The perimeter walls of this area cannot be inked, preventing opponents from swimming up and infiltrating. Think of this area as your team's safe zone, allowing you to exit your spawn point without fear of coming under immediate attack. This area is large, so don't forget to ink it—it accounts for approximately 24% of the map! While the rest of your team pushes toward the bridge, consider holding back and securing this territory while charging your special. Once this area is inked, don't worry about revisiting; it's unlikely to be inked by your opponents. However, you may need to apply touch-ups along the perimeter, as opponents can still fire and toss bombs up and over the walls.

C Flanking Route

Frontal attacks on the bridge are extremely challenging, especially if the opposing team has it locked down. Instead of pushing directly toward the bridge, look for flanking opportunities. After spawning, stay along the right side of the map and carefully cross through the low center to reach this ramp. From here you can attack the bridge from behind, taking opponents by surprise. Be mindful of this approach while defending the bridge. Consider placing Ink Mines or Splash Walls along the adjoining ramp to deter such sneak attacks.

The Reef
Recommended Weapons

Splattershot Jr.

Fast-firing mid-range weapons like the Splattershot Jr. perform well on this map, particularly during Turf War matches. This loadout's Splat Bombs are great for raining down ink on the low-lying areas, while the Ink Armor is useful for making pushes around the bridge.

Tri-Slosher

The Tri-Slosher is perfect for spreading ink around the bridge. Stand atop the bridge and toss ink over the sides to cover the areas below. This is an excellent way to splat tower riders during Tower Control as they pass beneath the bridge.

Splat Charger

Longer-range weapons, like the Splat Charger, are best reserved for Splat Zones and Tower Control. In Splat Zones, hang out on the periphery and fire long lines of ink beneath the bridge to capture the zone. In Tower Control, maintain the high ground and pick off tower riders as they stop at checkpoints.

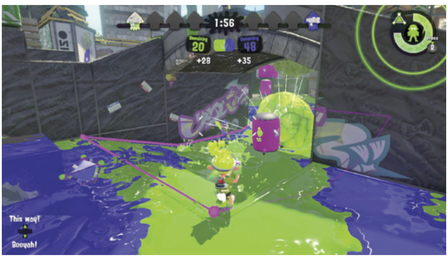
The Reef
Game Modes

Turf War

The high ground adjacent to each spawn point offers a great view of the center. Stand atop the elevated platforms and walls before dropping down and assaulting the bridge. Don't give up the high ground until you've conducted a thorough scan for opponents.

- At the start of the round, ensure at least one player stays behind and inks the large elevated area around your team's spawn point—rollers work well for covering the flat platforms and ramps. This area accounts for nearly a quarter of the map, so don't neglect it. Once inked, it's relatively secure, since opponents can't swim up the perimeter walls. You can also use this elevated area to fire down on enemies. Always scan for nearby opponents before jumping down toward the bridge.
- Be careful when operating around the bridge. While there's valuable territory beneath it, the walls here can't be inked, making this area a potential trap. When possible, stay along the perimeter and ink the area beneath the bridge from a safe distance, using long-range weapons and bombs. Curling Bombs are particularly effective. Once this low area is inked, defend it from atop the bridge.
- Due to the lack of inkable walls, the various ramps are critical when climbing out of the low-lying areas. Monitor these ramps and look for opportunities to ambush opponents. Ink Mines, Toxic Mist, and Splash Walls are all effective when placed along these narrow chokepoints, hindering the opposing team's movements.

Splat Zones



The Splat Zone is located directly beneath the bridge, leading to some intense back-and-forth battles. Ink the Splat Zone from the perimeter or the bridge above. If you must enter the Splat Zone, use the inflatable barrier in the center for cover. Don't linger long—ink the zone and retreat to the perimeter.

- At the start of the round, immediately push toward the bridge, but make sure your team takes different routes. Send at least two players to the top of the bridge while the other players flank the low area from the right. This two-pronged attack helps you secure the Splat Zone before the opposing team.
- Don't defend from within the Splat Zone, beneath the bridge. Instead, ink and defend from the perimeter. Once the zone is inked, there are plenty of sneaky spots you can hide in—wait for opponents to rush the zone, then pop out of your ink to splat them. Also, don't forfeit the top of the bridge. Maintaining control of the bridge prevents opponents from dropping down onto the Splat Zone.
- Movement is key, so consider performing regular patrols around the bridge, in a figure-eight pattern. This is a great way to cut off opponents' retreats, as well as confront freshly spawned reinforcements. It's important to intercept opponents before they get close to the bridge.

Rainmaker

Regardless of which path you take, you face a difficult uphill climb while carrying the Rainmaker. Fire fully charged shots to ink a path up these ramps and swim forward. If you're lucky, you may splat opponents waiting to ambush you at the top of the ramp.

- A series of new ramps is added in Rainmaker, providing two separate paths to the capture point, near the car. When defending, ink these ramps thoroughly to hinder the opposing team's movements. Don't give up the high ground; stay near the tops of the ramps and fire down on incoming attackers.
- After grabbing the Rainmaker from beneath the bridge, move toward the tree in the adjoining courtyard—there's a ramp behind this tree leading toward the capture point. This is the quickest, most direct route.
- Rainmaker carriers face an uphill advance all the way to the capture point. This makes solo captures difficult. Always make sure the Rainmaker carrier has escorts. When escorting, determine a route, then ink a path for the Rainmaker carrier to follow. Secure the area around the capture point and harass opponents advancing from their spawn point.

Tower Control

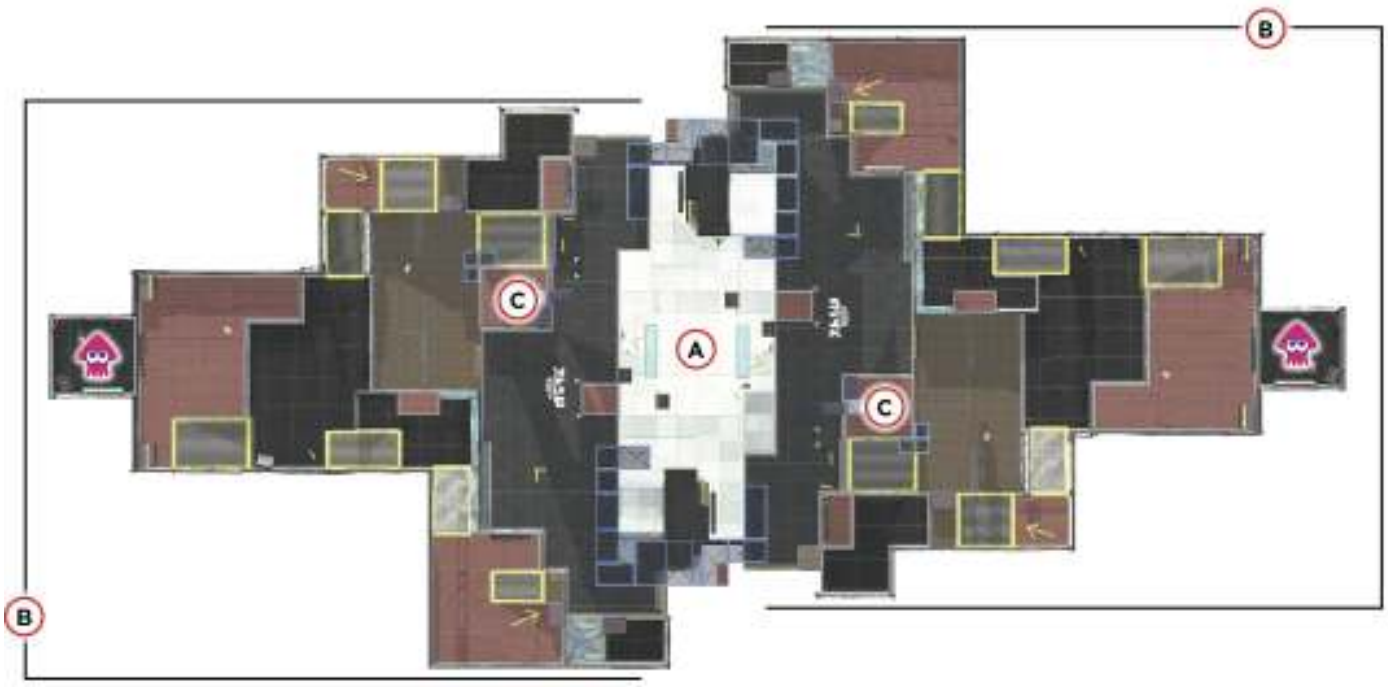
Like the Rainmaker, the tower starts beneath the bridge. Once captured, the tower must pass through three low-lying checkpoints. By securing the high ground, defenders have an easy time firing down on the tower riders, particularly when the tower stops at the first and second checkpoints.

- The third checkpoint is extremely close to the capture point. When defending, it's vital to hold the tower at the third checkpoint. Make sure your entire team converges here to prevent the opposing team from securing a win.
- If you lose the tower near the opposing team's capture point, fall back to the bridge. Secure the top of the bridge and wait for the tower to pass beneath. Use this elevated position to fire down on the tower riders and reclaim the objective. The tower is vulnerable while passing beneath the bridge, so maintain control of this critical location until your team has advanced the tower beyond this point.
- Given the low-lying terrain the tower must traverse, consider having one or two teammates push ahead of the tower and harass the defenders on the high ground. Since most defenders are focused on the tower, it's usually easy to flank them. The tower is vulnerable while stopped at checkpoints, so work hard to occupy the defenders until the checkpoints are cleared.

Splatoon 2

Starfish Mainstage
Overview

When not hosting musicians, this quaint outdoor concert venue serves as the site of some heated Ink Battles. The mainstage, in the center of the map, is the focal point of most engagements. Inklings seeking to avoid the chaotic center can find plenty of side routes, useful for flanking maneuvers and sneak attacks. Each team also benefits from a large safe zone, each providing two elevated routes to the map's highly contested center. Make a habit of utilizing the elevated perches, paths, and grates to spread ink and target opponents in the map's low-lying areas. Mid-range weapons with rapid-fire capability are always a safe bet here.



Legend	
	Key Location
	Spawn Point

Starfish Mainstage
Key Locations

A Mainstage

Situated in the center of the map, the mainstage sees a fair amount of action and traffic, regardless of game mode. This low, raised platform can be accessed from all directions. Don't bother using the ramps—there are plenty of vertical surfaces you can ink and swim up. The stage itself features speakers and other equipment that come in handy for cover, but they can't be inked. Be careful when traversing the blue grates on the perimeter of the mainstage—you can fall through if you enter squid form, potentially dropping into the water below. Still, you can access the mainstage from these narrow flanking paths. Consider standing on the platform above the side grates to get a good view of the mainstage, ideal for spreading ink and targeting opponents. Despite its central location and slight elevation, the mainstage is not very defensible since it can be accessed from multiple directions. Think twice about camping here. Instead, keep moving, patrolling the surrounding areas while making frequent passes across the mainstage.

B Safe Zones

During Turf War matches, the Y-shaped elevated platforms extending from each team's spawn point are safe zones, inaccessible by the opposing team. Don't forget to thoroughly ink this large area, as each zone accounts for approximately 20% of the map. The right and left branches of this raised path offer quick, safe routes to the mainstage. The low area between these flanking paths is easily inked from the high ground, so be sure to get that done. While the vertical walls leading up to this area can't be inked, watch out for opponents lobbing shots over the walls—blasters and bombs are effective for spreading ink into the opposing team's safe zone.

C Defensive Perch

If the opposing team has locked down the mainstage, consider accessing this elevated perch outside your team's safe zone. From here you have a clear view of the mainstage, allowing you to spread ink and harass opponents. Mid-to-long-range weapons work best, particularly if you hope to splat opponents on the mainstage. This perch is even more valuable during Tower Control matches—at the second checkpoint, the tower stops on the perch's right side, making it easy for defenders to challenge tower riders. The tower stays within range of this perch as it advances to the third checkpoint and the capture point.

Starfish Mainstage

Recommended Weapons

Splat Dualies

The rapid-firing Splat Dualies are a good choice on this map, particularly when spreading ink and engaging opponents on the mainstage. Don't forget to dodge-roll to evade incoming ink. This loadout's Tenta Missiles are great for defending during Tower Control.

Splattershot Pro

If you're looking for a bit more range without sacrificing fire rate, the Splattershot Pro is a solid choice, especially when occupying the elevated platforms. This weapon consumes ink at a rapid pace, so be ready to swim frequently to replenish your Ink Tank.

Custom Blaster

All blaster-based weapons work well here, particularly during Turf War matches. Use them to lob ink over the high walls, into the opposing team's safe zone. Blasters are also great for challenging opponents on elevated perches. This loadout's Inkjet special provides some welcome elevation when operating around the mainstage.

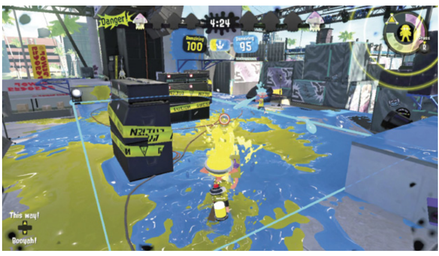
Starfish Mainstage
Game Modes

Turf War

When operating near the mainstage, swim up to this elevated perch, just above the blue grate. This position, next to the large bank of speakers, is ideal for raining down ink and splatting opponents. Flank any enemies set up here. Don't step onto the stage if opponents hold the high ground.

- Don't forget to ink the sprawling, elevated safe zone branching out from your team's spawn point to secure an easy 20% coverage. Spread ink here early during the match before pushing to the center. This area can't be accessed by the opposing team, but you may need to apply touch-ups along the edges if opponents have lobbed ink over the walls. Check the map before the match ends to determine if touch-ups are necessary. Also, look for opportunities to lob ink into the opposing team's safe zone, preferably right before the match ends.
- While you're inking your team's safe zone, don't forget to cover the low-lying area just ahead of your team's spawn point. Due to all the action in the center, this area is often overlooked. Ink this area from the elevated perimeter paths. Avoid dropping into this area, especially on the opposing team's side of the map; you'll be at a severe disadvantage as opponents rain down ink from the perimeter paths.
- Traversing the blue perimeter grates on the mainstage isn't without danger, but these side paths are a great way to avoid the chaos in the center as you to push into the opposing team's territory. Fire down through the grate as you cross to spread ink onto the surfaces below. These small strips of territory below the grates are often overlooked.

Splat Zones



The Splat Zone is located in the center of the mainstage. When possible, ink this area from the elevated perimeter parches. If you must enter the Splat Zone, strafe around the speakers to prevent getting hit by incoming ink.

- The Splat Zone on the mainstage is best inked and defended from the elevated perches on the sides, above the blue grates. If your team can secure both perches, you'll have an easy time capturing and controlling the Splat Zone for the duration of the match. However, these perches can be flanked easily. Consider using Ink Mines to cover your back.
- Once you've secured the Splat Zone, ink the area between the mainstage and the opposing team's spawn point to slow down their advances. Delaying their access to the Splat Zone can give you a significant lead. Don't ink too far into the opposing team's territory; focus on the areas around the mainstage.
- While it's important to defend the Splat Zone, there are too many approaches to adequately cover from one single location. Consider running patrols around the mainstage, striving to maintain an elevated position at all times.

Rainmaker

The majority of Rainmaker carriers move through this low-lying area during their advance to the capture point. If the opposing team acquires the Rainmaker, fall back to this position overlooking the low area and be prepared to ambush the Rainmaker carrier. Lob bombs and ink here to secure the Rainmaker for your team.

- At the beginning of the match, the Rainmaker sits at the center of the mainstage—rush in as quickly as possible to grab it. Make sure at least one teammate secures the perimeter perch overlooking the mainstage—the one above the blue grate. This elevated position is ideal for defense if the opposing team grabs the Rainmaker first—fire down on the carrier to halt their advance.
- New ramps are added during Rainmaker, facilitating travel to the capture point. One ramp leads up to the defensive perch, and another leads up and out of the low-lying area near the capture point. When defending, expect movement along these ramps and maneuver to intercept.
- While carrying the Rainmaker, avoid the new ramps and low-lying area to the right. Instead, cross through the center, grab the Rainmaker, and continue forward, veering to the left side of the map. Ink the tall gray wall straight ahead and swim up to quickly reach the capture point. This is the fastest and safest way to score the Rainmaker.

Tower Control

The tower starts on the mainstage and follows a winding path through three checkpoints on its way to the capture point. While riding the tower, ink the nearby sponge as it stops at the first checkpoint. This sponge allows your team to secure the high ground along the tower's path, making the advance much easier.

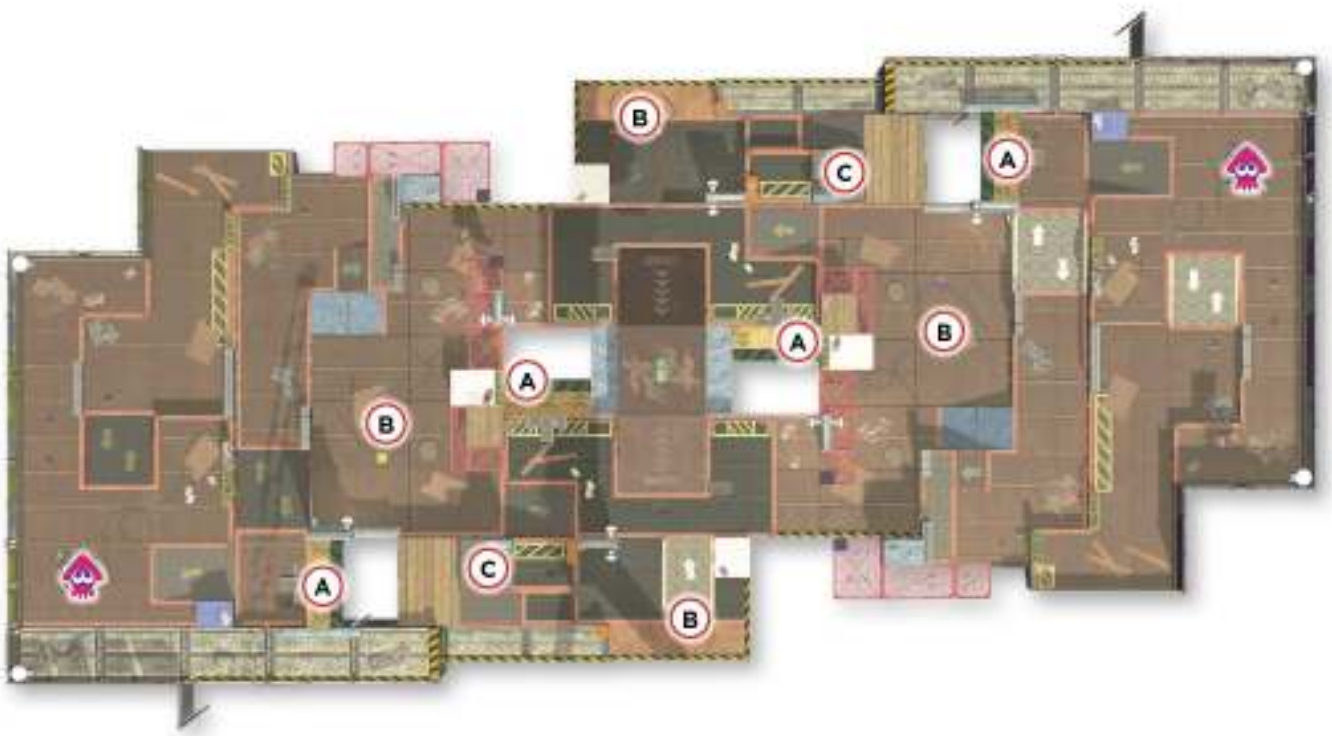
- Tower Control adds two sponges to the map, one belonging to each team. Your team's sponge is located on the opposing team's side of the map and can only be expanded by your team's ink. Ink the sponge and swim up its side to access the opposing team's safe zone. From here you can harass defenders and assist teammates riding the tower. Or simply use the sponge as an elevated platform from which to target opponents. You can easily hop between the sponge and tower as it moves between the first and second checkpoints.
- The second and third checkpoints, along with the capture point, are all located next to the defensive perch. If the opposing team secures the tower, immediately fall back to this position and be ready to attack the tower riders as they advance toward the second checkpoint. The capture point is located a short distance beyond the third checkpoint, so endeavor to stop the advance while the tower is stopped at this final checkpoint.
- When defending, keep an eye on the opposing team's sponge—if it expands, immediately ink it to make it shrink, especially when the tower approaches the second checkpoint. Keep the sponge small to prevent opponents from accessing your team's safe zone.

Splatoon 2

Sturgeon Shipyard

Overview

Inklings have descended on this sprawling shipyard, transforming the industrial facility into an exciting Ink Battle arena. This is one of the largest and most accessible maps available, so the action here is more unpredictable, particularly during Turf War matches. The four operational drawbridges add variety to encounters—when raised, swim to the tops of these bridges to gain a welcome height advantage. With the exception of the two spawn points, there are no off-limit areas. Move out and explore, taking the fight (and ink) deep into enemy territory.



Legend	
	Key Location
	Spawn Point

Splatoon 2

Sturgeon Shipyard

Key Locations

A Drawbridges

This map features four drawbridges that automatically lower and rise at 16-second intervals. Two of these drawbridges are located near each of the spawn points, and the other two flank the center bridge. The outer bridge sets are synchronized, rising and lowering at the same times—also true for the two central drawbridges. The decks of the drawbridges are inkable and count toward your team's total ink coverage during Turf War matches; each drawbridge accounts for roughly 1% of the map. Swim to the tops of the bridges when they're raised to get a sweeping view of the surrounding areas. Take this moment to spread ink or splat opponents scurrying about below. When raised, the central drawbridges offer excellent defensive positions during Splat Zones.

B Hot Zones

Compared to some maps, the center isn't as hotly contested, particularly during Turf War matches. Since there are no safe zones, most of the map can be inked. As a result, Inklings tend to spread out in an effort to cover as much territory as possible. However, the low-lying areas surrounding the central bridge usually see the highest traffic. Players often circle the bridge, giving the center a racetrack feel. Use the sponge in your team's low-lying area to quickly transition to the adjacent elevated platforms and grates—you can't expand the sponge on the other side of the map, but you can shrink it. The ramps leading out of these low areas can't be inked, so make sure you have ample time to run across—scan for nearby opponents before making a move. A tunnel runs beneath the central bridge, but it can't be inked, so avoid the grated path here.

C Perimeter Perches

Ascend the tower structure just beyond the outer drawbridge to get a great view of the map—this is a popular sniper perch. From here you can cover the adjoining low-lying area as well as contest traffic near the central bridge. Whether or not you're gunning for opponents, this is a good place to stop and spread ink. Use a long-range weapon, like the Splat Charger, to reach out from this perimeter position. The same tower can be accessed on the opposite side of the map when making a push toward the opposing team's base.

Sturgeon Shipyard

Recommended Weapons

Aerospray MG

Despite the various elevated platforms, most engagements occur at close-to-intermediate ranges across all game modes. Consider using a fast-firing weapon like the Aerospray MG to gain an edge during close-quarter exchanges.

Splat Roller

During Turf War, roller-based weapons come in handy for inking the wide paths and ramps surrounding each team's spawn point. This loadout's Splashdown special is effective when launching ground-pound attacks from higher elevations.

Jet Squelcher

If you prefer to engage opponents from long range, the Jet Squelcher is a good option, providing impressive range and a decent rate of fire. However, serious sharpshooters may prefer a charger, particularly when defending in Rainmaker or Tower Control.

Splatoon 2

Sturgeon Shipyard
Game Modes

Turf War

While the bridge in the center of the map offers a slightly elevated view of the surrounding area, any gains here are temporary. As a high-traffic area, this bridge will undergo multiple coats of ink throughout the match. You're better off focusing on the perimeter paths and returning to the bridge to apply one last coat just before the match ends.

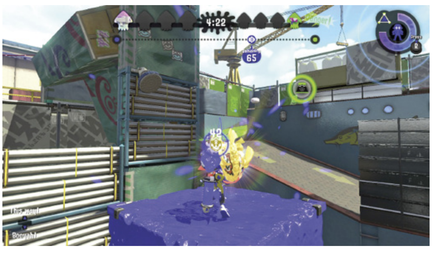
- There are no safe zones on this map—you can ink nearly every horizontal surface, right up to the opposing team's spawn point. Opponents can make similar advances on your base. Take this into account as the match winds down: check the map and consider re-inking areas opponents have claimed, or look for opportunities to push into enemy territory.
- Don't forget to ink the decks of the four drawbridges. It may not seem like much, but each drawbridge is worth 1% toward your total ink coverage. If you can ink all four drawbridges, that's 4% total. In a close match, every little bit counts.
- As you advance out of your spawn point, ink the narrow, elevated path to the right. Even if opponents push into your base, they're unlikely to ink this often overlooked area. Once inked, chances are this path will remain inked for the duration of the match, securing you some of the easiest territory.
- Don't get bogged down by fighting around the central bridge. Territory constantly changes hands here. Your efforts are better spent inking the perimeter paths and wide walkways around each team's spawn point. If opponents are constantly Super Jumping to the center, sneak into their base and claim some territory in the final moments of the match.

Splat Zones

When pushing toward the Splat Zone, watch out for opponents posted on the central drawbridges. When raised, these drawbridges function like defensive towers, making it extremely difficult to get near the Splat Zone. Eliminate defenders on the drawbridges before attempting to contest the zone.

- In this mode, almost all activity occurs around the central bridge, where the Splat Zone is situated. When possible, Super Jump to the center to assist your teammates. Keep an ingress route inked to facilitate swimming from the spawn point. Squid Beakons are always a good option for maintaining a presence in the center.
- After capturing the Splat Zone atop the bridge, take up positions along the flanking drawbridges. Once raised, the drawbridges offer an excellent defensive position, making it easy to spread ink across the zone while picking off opponents. If the opposing team holds the zone and the two drawbridges, take out the defenders before attempting to contest the zone. Long-range weapons are best suited for taking out defenders on these raised perches.
- If the opposing team has the Splat Zone locked down, use the perimeter perches on both sides of the map to challenge defenders in the center—these towers are a great way to counter defenders posted on the central drawbridges. Coordinate a simultaneous attack from both sides to divide the defending team's attention. Once the team has been splatted or chased away, move in and secure the Splat Zone.

Rainmaker



The sponge is critical in this game mode. After capturing the Rainmaker, make a beeline for the sponge and expand it. Quickly swim across the sponge and squid-jump to the adjacent ramp—this puts you within striking distance of the capture point. Don't let opponents shrink the sponge, or you won't make the jump.

- In Rainmaker, the sponges are reversed. Your team's sponge is located near the capture point on the other side of the map; the opposing team's sponge is situated near your spawn point. When defending, focus on keeping the nearby sponge small. This makes it tougher for the opposing team to reach the capture point.
- When making an early push, rush along the right side of the map, then cross the bridge to grab the Rainmaker. Advance toward the sponge in the low-lying area and ink it. Swim up the side of the sponge, then leap to the adjacent ramp to continue your path toward the capture point. While this is the quickest route, you need teammates to clear a path for you and ink the sponge. The sponge route is far preferable to traversing the ramps, which can't be inked.
- The orange grate near the center offers an excellent view of the Rainmaker, as well as the surrounding routes leading to the adjacent capture point. Consider using this as a defensive positon. Remember, you can fire through the grate as opponents move through the low-lying area beneath.

Tower Control

The tower starts on the central bridge and must pass two checkpoints before reaching the capture point. The tower is most vulnerable while stopped at the second checkpoint, in the low-lying area. You need the support of teammates to advance the tower beyond this critical checkpoint. Mid-range, fast-firing weapons are well-suited for this mode.

- In Tower Control the sponges are in the same configuration as in Rainmaker, with your team's sponge nearest the capture point. Send teammates forward to take the sponge and use it to access the high ground around the opposing team's spawn point. Harassing the defenders here diverts their attention from the tower.
- If the opposing team is in control of the tower when you spawn, swim to the left out of your base. If your team is in control, swim to the right. These corresponding paths put you in a good position to either defend or support your teammates.
- Passing the second checkpoint is difficult. While stopped here, the tower is surrounded by high terrain. It's imperative to have your team push forward and harass defenders on the high ground. If necessary, step off the tower and use a special, like Splashdown, to help thin out defenders.

Multiplayer Atlas

Map Features

In the previous section, we gave you a close look at the Turf War map for each stage, but each game mode gives the stage map a slightly different setup. Take a look at the following pages to familiarize yourself with the maps and associated features of the Splat Zones, Rainmaker, and Tower Control modes.

Splat Zones Legend

	Splat Zone
	Spawn Point
	Sponge

Rainmaker Legend

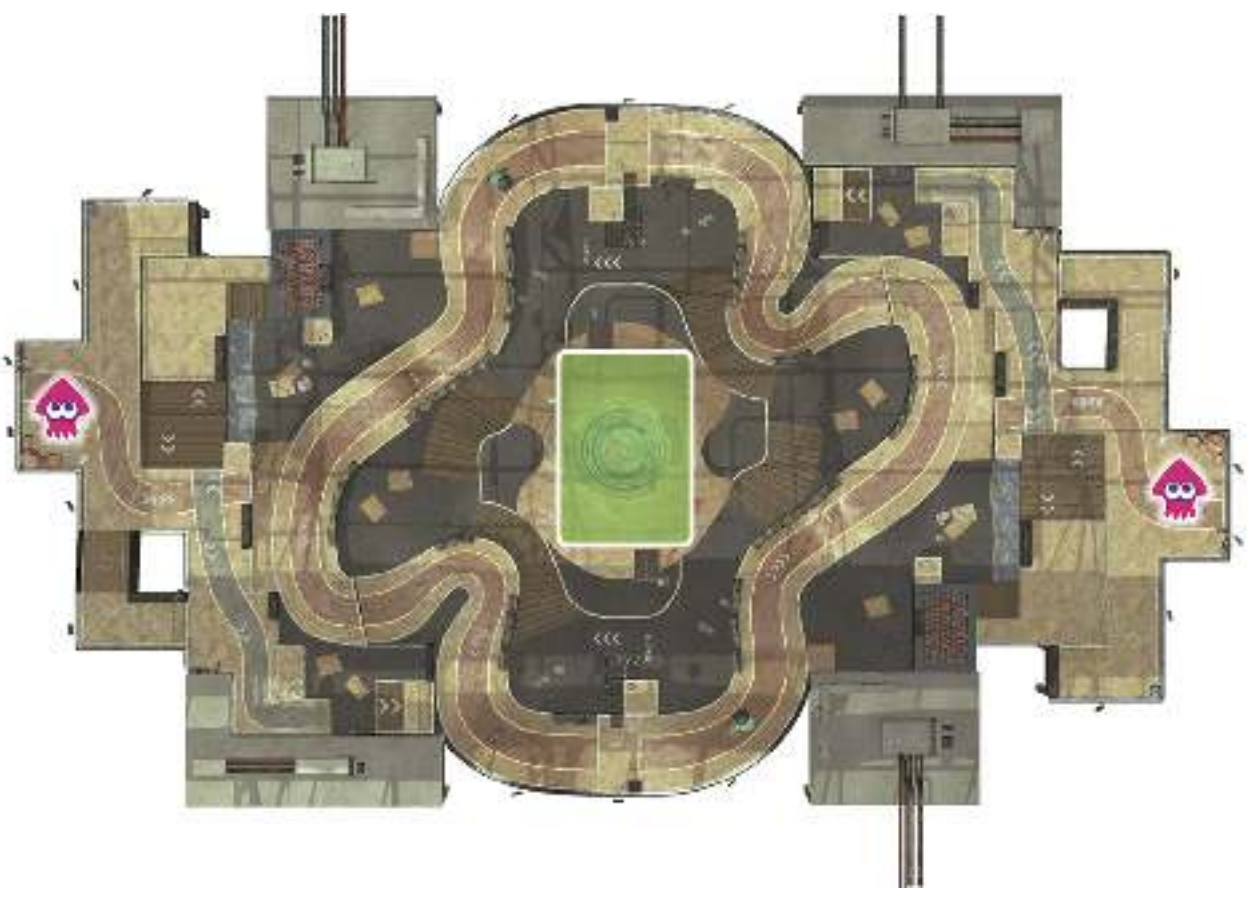
	Spawn Point
	Capture Point
	Rainmaker
	Sponge

Tower Control Legend

	Spawn Point
	Capture Point
	Checkpoint 1
	Checkpoint 2
	Checkpoint 3
	Tower
	Tower Path
	Sponge

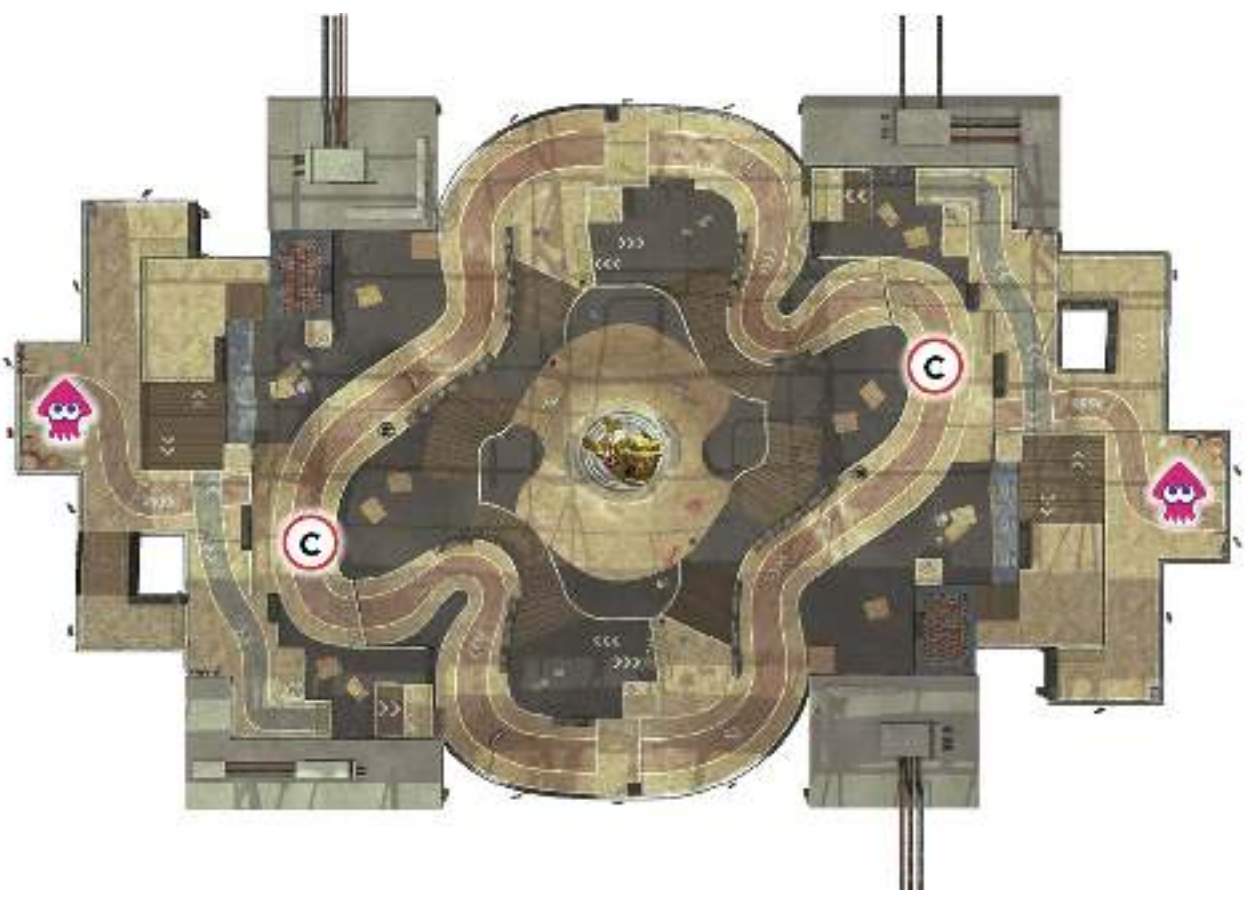
Humpback Pump Track

Humpback Pump Track (Splat Zones)



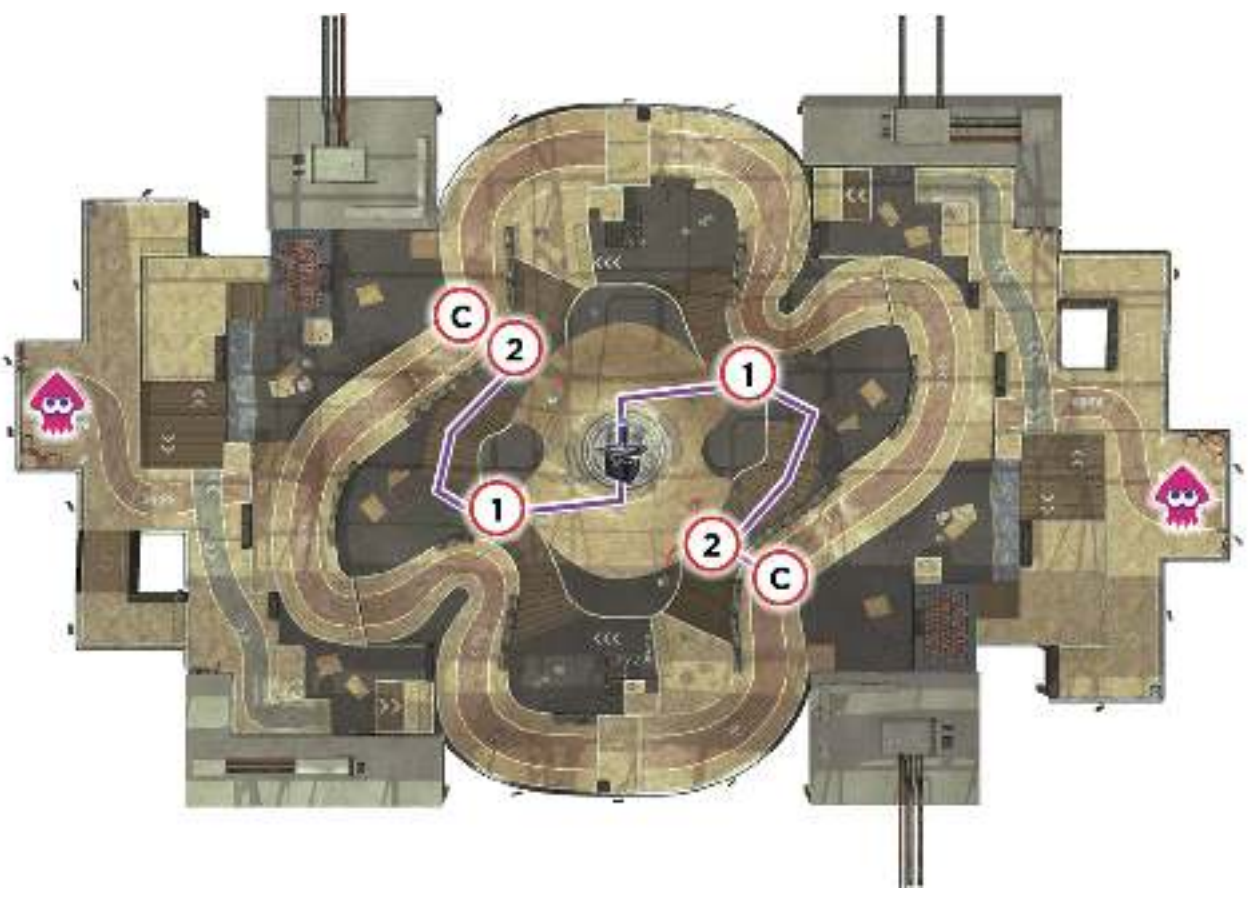
Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Humpback Pump Track (Rainmaker)



Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Humpback Pump Track (Tower Control)



Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

Inkblot Art Academy

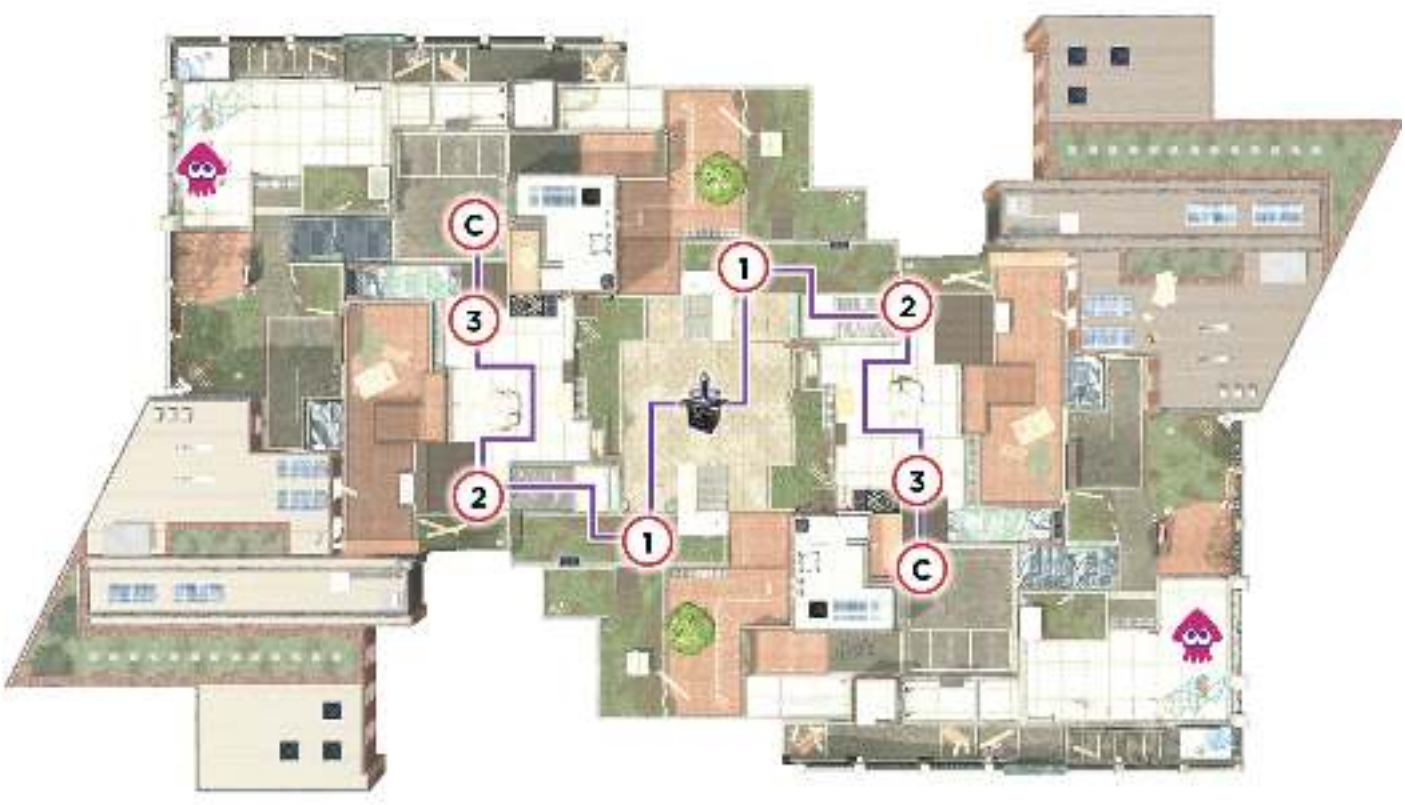
Inkblot Art Academy (Splat Zones)

Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Inkblot Art Academy (Rainmaker)

Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Inkblot Art Academy (Tower Control)

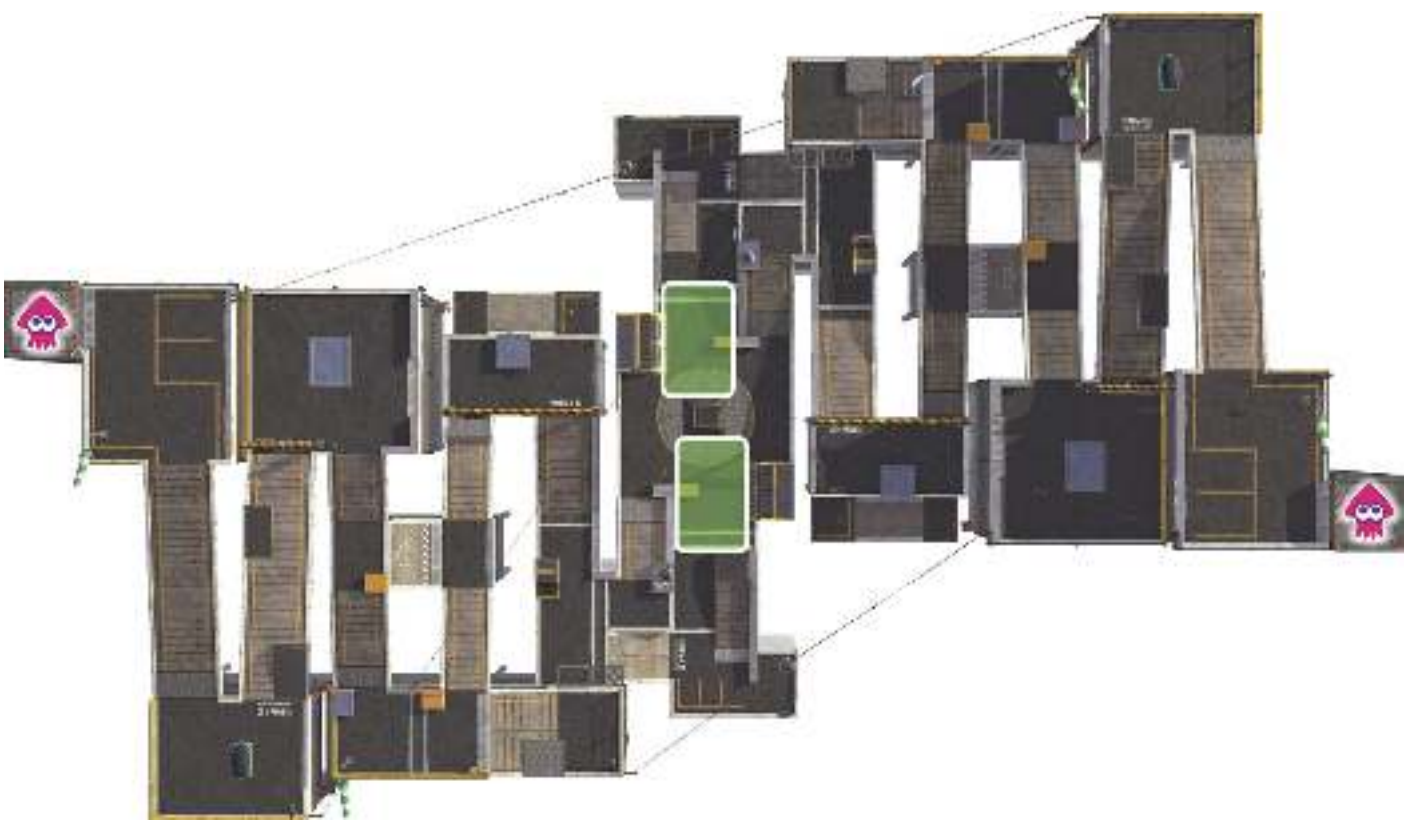


Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

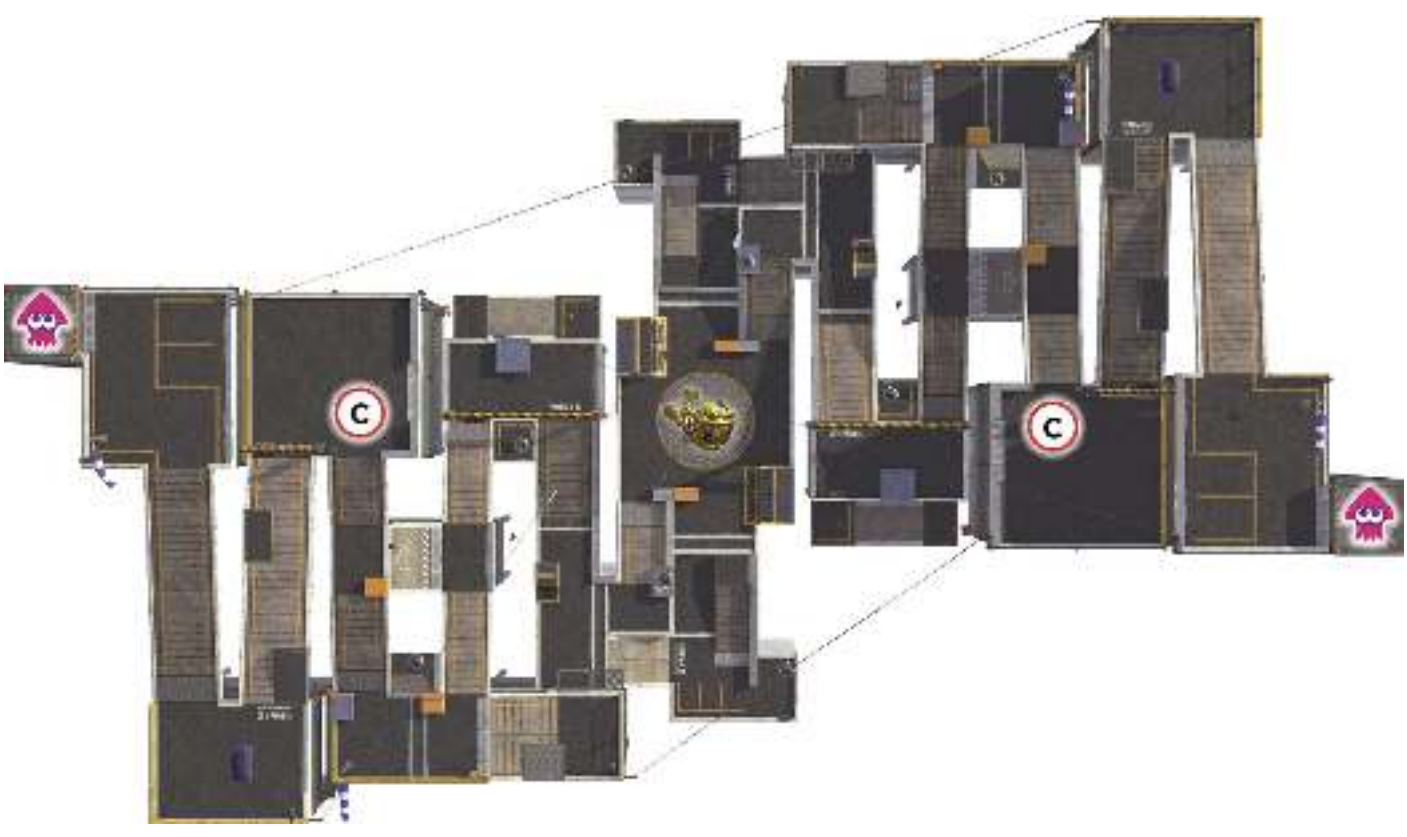
Moray Towers

Moray Towers (Splat Zones)



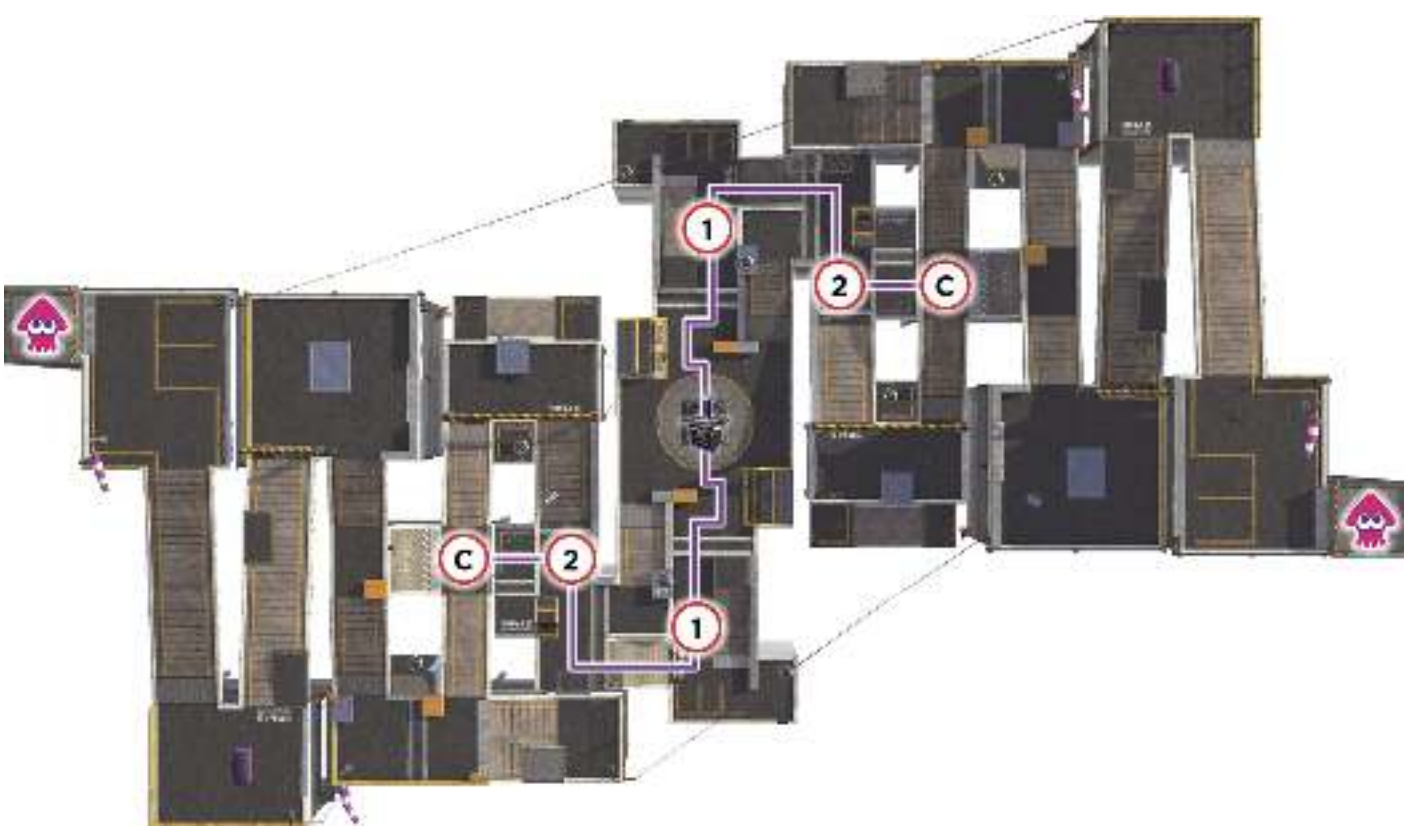
Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Moray Towers (Rainmaker)



Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Moray Towers (Tower Control)



Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

Musselforge Fitness

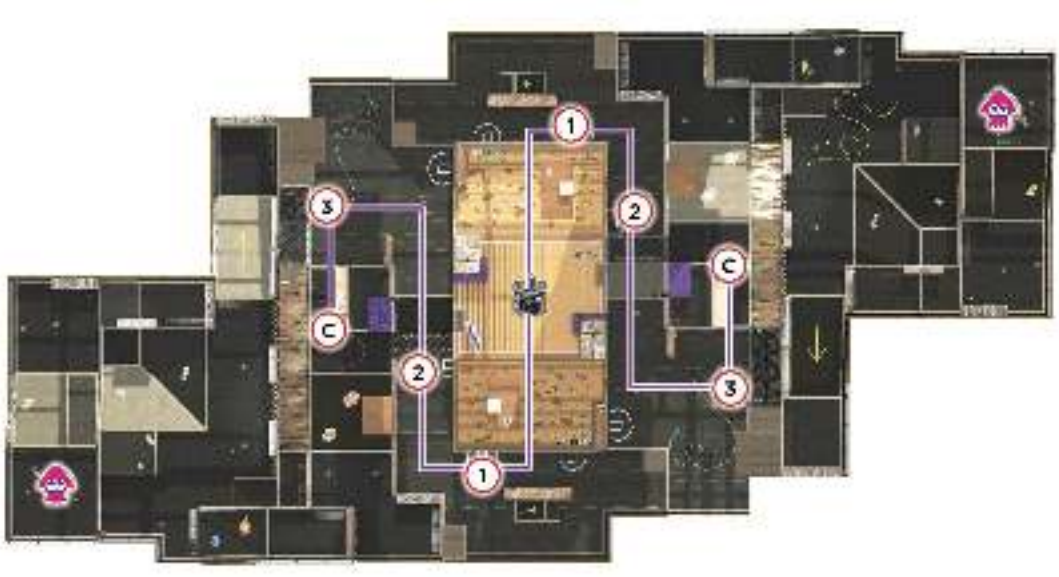
Musselforge Fitness (Splat Zones)

Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Musselforge Fitness (Rainmaker)

Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Musselforge Fitness (Tower Control)



Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

Port Mackerel

Port Mackerel (Splat Zones)

Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Port Mackerel (Rainmaker)

Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Port Mackerel (Tower Control)

Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

The Reef

The Reef (Splat Zones)

Splat Zones Legend
Splat Zone
Spawn Point
Sponge

The Reef (Rainmaker)

Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

The Reef (Tower Control)

Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge

Multiplayer Atlas

Starfish Mainstage

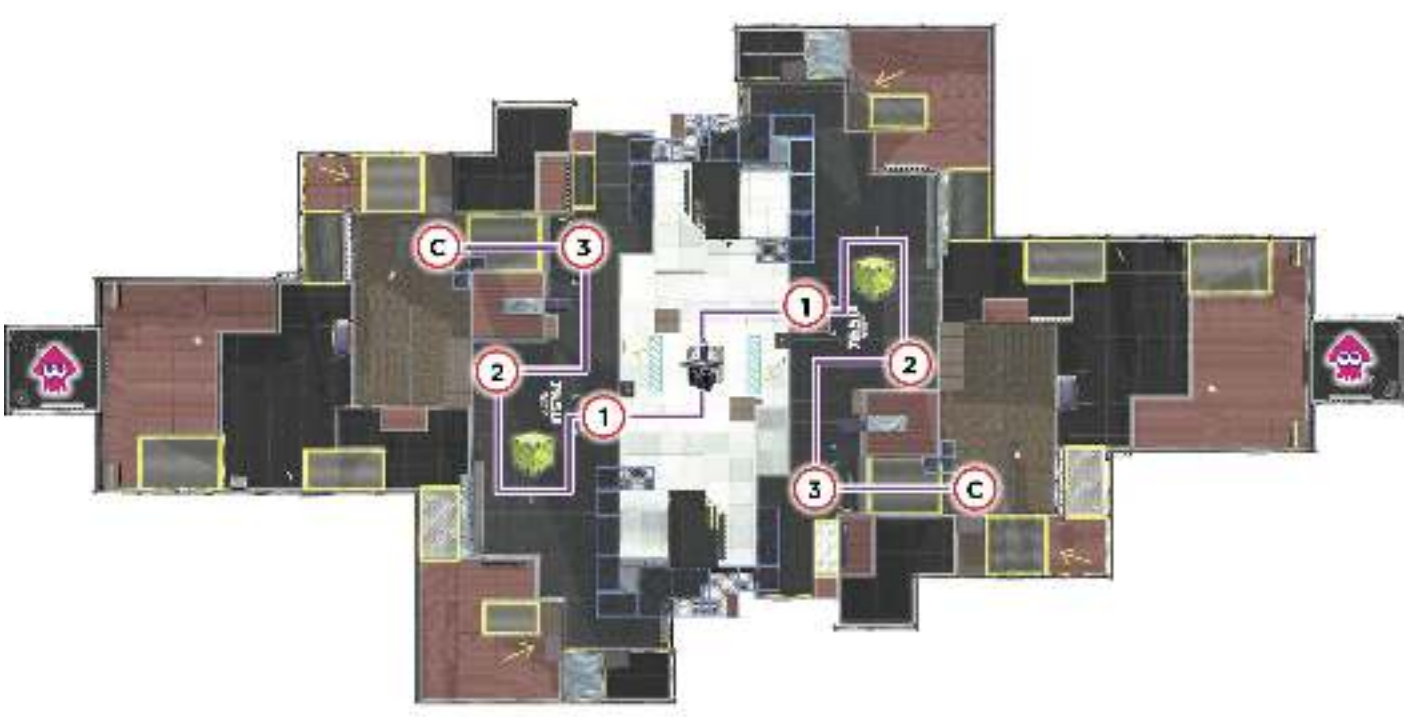
Starfish Mainstage (Splat Zones)

Splat Zones Legend
Splat Zone
Spawn Point
Sponge

Starfish Mainstage (Rainmaker)

Rainmaker Legend
Spawn Point
Capture Point
Rainmaker
Sponge

Starfish Mainstage (Tower Control)



Tower Control Legend
Spawn Point
Capture Point
Checkpoint 1
Checkpoint 2
Checkpoint 3
Tower
Tower Path
Sponge